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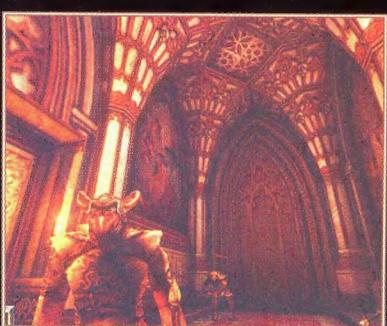
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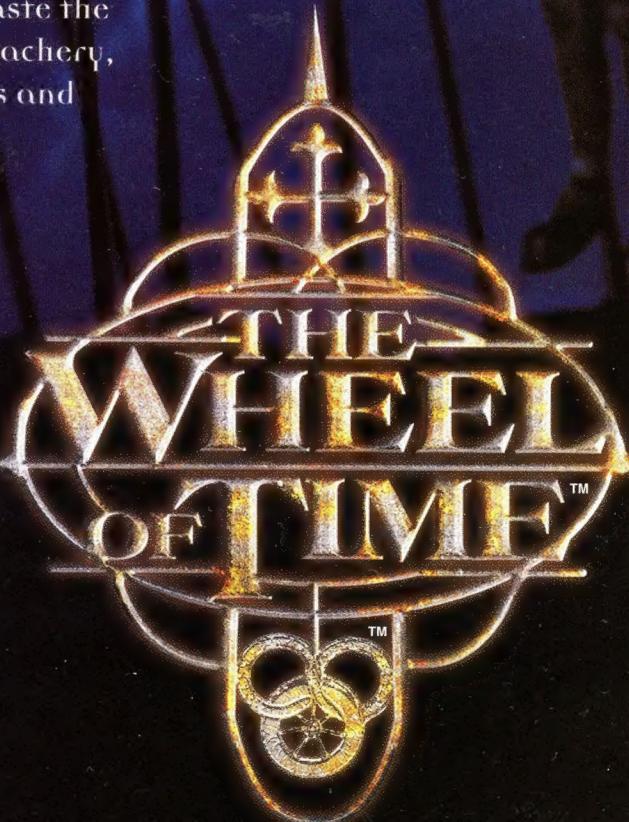
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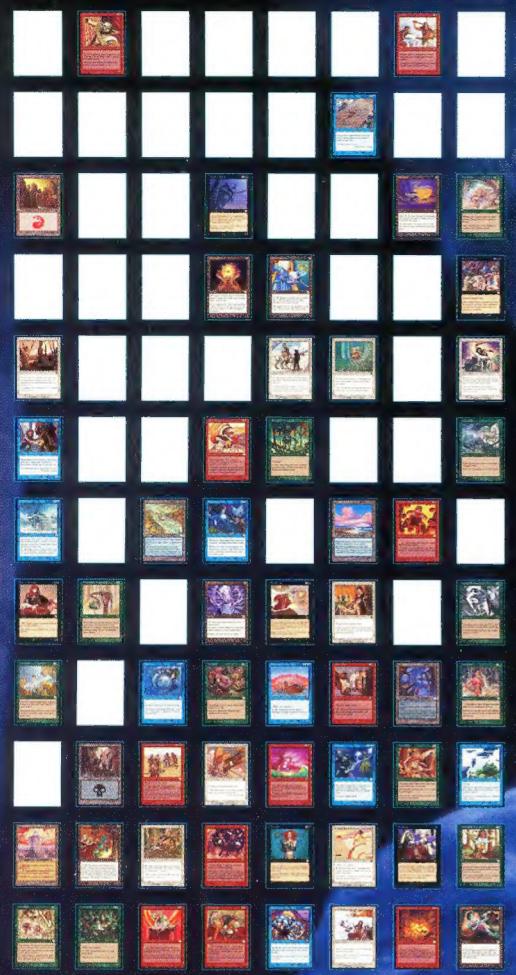
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# Pull-Out Collector's Guide

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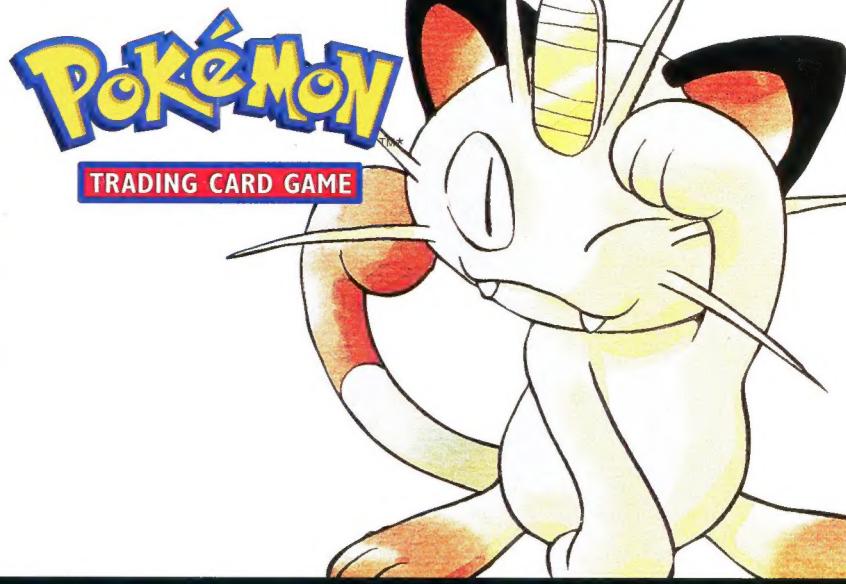
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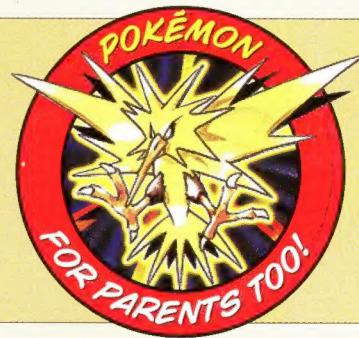
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## Very Important legal stuff

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The gaming station to end all gaming stations.

Peter Whitley

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An ass-kicking warrior with a dragon between her legs.

Rick Moscatello

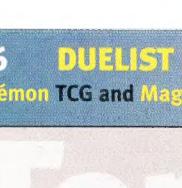


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Rick Moscatello



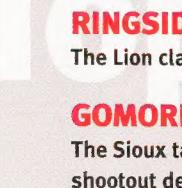
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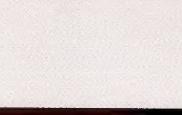
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# LET THE EVOLUTION



**ESP** ST/NG

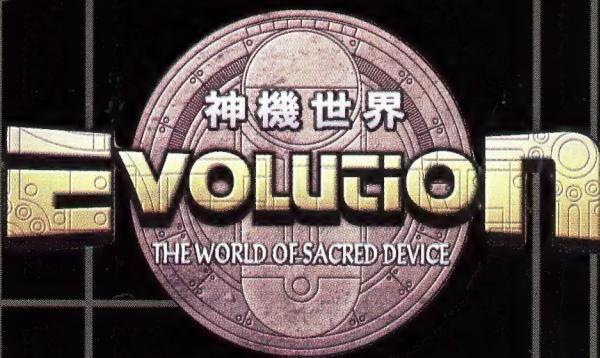
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Sit. Speak. Good dog!

# Topping Off My Collection

**E**verybody collects. Don't deny it. Whether you do it consciously or not, you collect something, probably multiple somethings. As a gamer and an editor, I have pretty extensive collections of cards (**Magic**, **Pokémon**, **Doomtown**, and even **Kem** cards—the best playing cards in the world), magazines (including an almost complete collection of *Games* magazine), roleplaying books and character sheets, college essays, board games, gray hairs, and more.

## Knowing Pete Rose's rookie batting average: Cool.

Your collections tell people who you are and where you came from. They're a natural extension of your identity. In fact, collecting can be a powerful part of growing up and establishing an identity of your own, apart from your parents. This is probably one of the main reasons why teenagers collect movie posters, music CDs, and attitudes (as well as hairstyles, tattoos, body piercings, and other, more interesting, collectibles).

## Knowing when Wolverine joined the X-Men: Not Cool.

Many collections are unintentional and happen because you buy the latest Blink 182 CD or the latest Blizzard computer game as soon as it comes out. Pretty soon, you have a music or game collection that'll make your parents lose what's left of their sanity. Serious collections require thought and planning, though. These are the collections that usually thrust you into geekdom. In the past, "nerds" (that's what they were called in my day) collected comic books, foreign coins, and baseball cards. Unfortunately, this type of collecting tended to set you apart from the rest of the world (alone in your room, usually).

Now, collecting baseball cards could be cool, mostly because they deal with sports. For some reason, knowing loads of sports trivia (another collection)—like Pete Rose's rookie batting average—is cool, but knowing that Wolverine joined the X-Men in *Giant-Size X-Men* #1, which was followed immediately by

his appearance in *Uncanny X-Men* #94, puts you on the wrong side of the geek tracks. Baseball cards also had that trading thing going for them. You couldn't just buy a complete collection. You had to trade with fellow enthusiasts, which meant personal contact (back in the day, we didn't have the Internet).

This is where the **Magic: The Gathering** TCG entered the collecting realm and transformed it forever. Here was a game that you could play with your collection, which again meant personal contact. We were still geeks (the new

term for the 90s) because **Magic** found its roots in the ultimate geek pastime, **Dungeons & Dragons**, but now we were geeks in groups.

The interesting thing about turning a collection into a game (or vice versa, I'm never sure) is that people collect **Magic** cards both intentionally and unintentionally. Pure collectors put together complete sets for a sense of accomplishment or as an investment. But players also collect. Players want to get cards in the

latest set to help their favorite deck or to stay current with the ever-changing environment.

So where do I sit? I used to be a player, buying and trading to get the right card for a deck and brazenly playing my moxen unsleeved. But, since I've turned that hobby into a career, I have less time to play, so I'm closer to pure collecting. Both sides of me are happy to provide my fellow **Magic** geeks (both players and collectors) with the ultimate guide to their addiction. In addition to a pack of *Urza's Legacy*, the first **Magic** set to sport foil cards, this issue provides a (nearly) complete list of **Magic** cards (starting on page 61). The list may be missing a few promotional cards here and there, but I believe it's the best list ever compiled. Take a look. See what you're missing. And never stop collecting.

WILL McDERMOTT, EDITOR IN CHIEF

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# ELF STRIKE!

**Season's greetings, dear readers.**

We're coming to you live and direct from the North Pole, where a tense situation became even more tense today, as talks between representatives of I.A.T.S.E. (Internationally Affiliated Toymaking Santa's Elves) and lawyers for the KringCo corpora-

tion broke down, and fighting erupted in the streets of Christmas Towne. Despite the fact that your friendly neighborhood letters editor is in no way an investigative reporter, I've been rather implausibly dispatched to cover these negotiations. **But first,** let's get to this month's letters....

est • contest • contest • contest • contest • contest • contest

## TOPDRAWER

### Get in the Van!

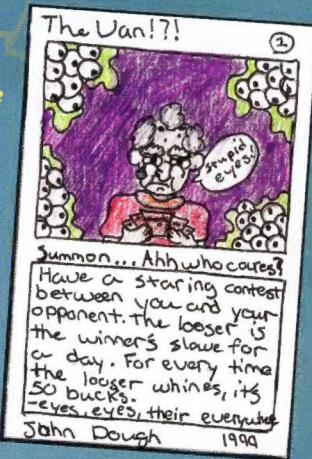
Note: This letter-writer, Tyler Lewis, has had a letter (and some art) published before, back in the Duelist days. He wins this month's TopDrawer prize—a display box of Mercadian Masques booster packs. Why not someone new, you ask? Simple—we need more art! So decorate those envelopes, color in those dream cards, send 'em in, and even you might be a winner! Just be sure to include your full name, age, and mailing address if you want to be considered for the competition, and remember—prizes will vary from month to month, depending on what's available. Winners will be chosen whenever we get around to writing the letters page.

Hey, it's the "Wizz Kid" again. Just checking up on my main man in the van. [Tyler refers to the arduous trip the editors recently made to our new TopDeck offices. They stuck us in the back of the freakin' U-Haul.—Ed.] I hope the road trip wasn't that bad! That would stink. Just in case you have another lame-o road trip, I've made an easy way for you to breathe easily. It's my latest invention, "The Van!?!?" Just be prepared to have those weirdos stare at you, then flash this shiny new card! (Well, maybe it's not so shiny.) I guess I'll be signing off here from Beaverton, Oregon!

Tyler Lewis

Somewhere in Oregon

You could all learn from my pal Tyler, here: stroke the editor's ego by including him in your artwork! The likeness you've drawn of yours truly is positively uncanny. I especially like the big tear coming out of one eye, accurately capturing my tendency to break down and cry like a little girl when confronted with danger. Oh, and I didn't say anything last time, but—dude? It's spelled "I-o-s-e-r."

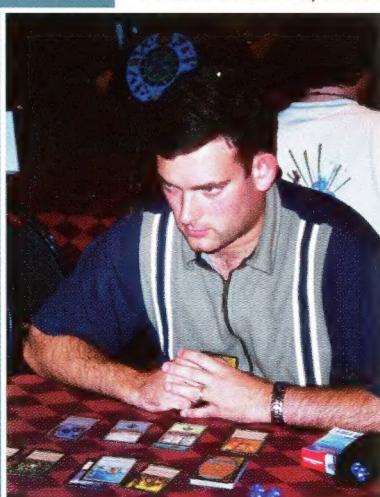


### You Aker, You Brought 'Er

Dear WotC,

It's me again, Bryan Aker, winner of the "Free Magic for a Year" sweepstakes. I know you're probably tired of seeing my name after the 75 times it appeared in your mail bag, but I just had to write to everyone and say thanks just one more time. I had a great time there, although it started out a little sketchy. Thursday, I arrived at the airport around 1:00 P.M. and stepped off the plane to meet Cory Herndon, picked up my luggage, and began the 20-minute trip to my hotel. Naturally, we arrived an hour later. Cory graciously helped me with my bags into the hotel; I told him thanks, but I don't swing that way. This must have offended him because I never saw him again. Then the employee prerelease tournament I was scheduled to attend was, oddly enough, canceled—the cards didn't come in—yeah, right, Cory!

Thursday evening I had all to myself and my pillow (sorry for the mess, Hilton). Friday morning at 3:00 A.M. (I'll never get used to West Coast time), I wake to Spanktravision. Around 10:00 A.M., Will McDermott arrives to take me on my WotC (pronounced Watt-See) tour. This day was great; I was led around and introduced to the employees. Everyone seemed genuinely glad to see me and happy for me to be there. I went through



Bryan Aker gets serious for a minute while trying to remember if it's "Untap, Upkeep, Draw" or "Upkeep, Draw, Untap."

est • contest • contest • contest • contest • contest • contest



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# RISK II

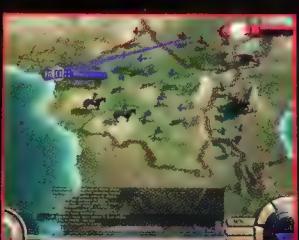
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R&D and saw things no other human should ever have to see, and stepped in things that I'm sure their mothers wouldn't have been proud of. Around 12:00 noon, R&D shared their lunch with me. Up until then I had never tried peanut butter and *Nerds*™ sandwiches—unusual, to say the least.

I was also able to see the staff artists' area. These guys were unreal; their artwork was just awe-inspiring. Saturday, 4:00 A.M., (stupid West Coast time), I eat breakfast, then Mike Mikaelian arrives to take me to the Wizards Game Center. Mike took me inside for a personal tour before the doors were opened to the public—way cool. I didn't fare too well in the P prerelease tournament. My mind was on other things, like the *battle pods* (V.R. *MechWarrior* simulators). I spent the rest of the day at the Game Center on the computers and games. When I was ready to go back to my hotel, I had told Mike and Will that I could just catch a bus back to downtown. This would be my first ride on public transportation, and just the day before I had thought that the sandwiches would

be the wildest things I would try.

Anyway, I would just like to say thanks to all the staff of Wizards, especially to Will McDermott, Rebecca Heft, Cory Herndon, Mike Mikaelian, rk post, and Jimmer Sivertsen from the Game Center.

Sincerely Yours,  
Bryan Aker  
Hampton, Virginia



silent. Only the moans of the wounded and dying can be heard on this cold Arctic plain. For these brave labor organizers, it's truly going to be a bloody, bloody Christmas.

Sounds like it's time for another wacky letter!

*Another gracious winner! You know what we say here at Box 707, kids—**winners are better than other people!** Enter a contest today, because if you don't, someone else will. On a more personal note, Bryan, Cory hasn't been seen since that fateful afternoon at your hotel, but I'm sure you wouldn't know anything about that mysterious disappearance.*

*Pardon the interruption, but there's been a lull in the battle for the North Pole. I can see three...four...no, six elves down in front of the workshop, where KringCo Security Forces (KSF) have the insurgents pinned down. The air has suddenly gone strangely*

## Revenge of the Blacker Lotus

How come *Unglued* cards are never listed in price guides? And how come the *Unglued* set contains cards with oval borders and a picture of a creature but no casting cost, name, card type, or power and toughness? The border is the same as on *Unglued* lands. Could you please tell me what purpose they serve being in the decks? And if you know any magazines and/or websites that have *Unglued* prices in them, could you please tell me?

From Chris, Master Wizard  
Land That Addresses Forgot, USA

Master wizard, huh? Well, you must still be in training, or you'd know that those weird extra cards littered throughout



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Unglued were **token** cards! You know how a lot of **Magic** cards require you to create a token, right? The designers figured that this would be the perfect time to finally include some counters that were more than just little beads or rocks. My favorite is the sheep.

As far as Unglued prices, let's turn to DPI editor Mike Mikaelian—"To be honest, we have a difficult time gathering information on that set—a lot of stores simply aren't carrying the singles, so they have no prices to report." So there you go, Chris. I guess the solution is really to buy more Unglued cards!

Some excitement now, outside the Workshop Compound. KSF agents in flak gear had been attempting to get close enough to the shop to launch tear gas, but it now appears that the main union organizer, one Herbie Elf, has strapped plastic

explosives to his body and is stepping through the front gate. Perhaps he is willing to negotiate—oh no! Jiminy Christmas, NO! Oh, the humanity! There's elf everywhere! KSF agents are storming the compound—I'm being taken to a "secure area" where I've been assured I'll be allowed to contact the Wizards of the Coast embassy shortly. Frankly, this reporter has doubts. In case this is my last message, I regret nothing! This is the TopDeck letters editor signing off, possibly for the last time! Happy holidays!

[Note: The above message was transcribed from tapes found by police inside a colonial-era stone wall in the woods of Maryland. The letters editor is still missing and presumed lost.]

## Many Happy Returns

What the heck does that mean, anyway? If you have to return something, what's happy about that? Unless you got something that really sucks—like a **can of tuna**, a **body rash**, or a **subscription to InQuest**—returning stuff is a pain! Instead, why not write to us?

Send your letters, combos, homegrown art, or misfit toys to

**TopDeck Magazine: "Box 707"**  
**P.O. Box 707**  
**Renton, WA 98057-0707**

Letters may be edited for length and clarity and will definitely be sorted into a "naughty pile" and a "nice pile."



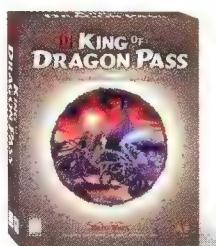
## SKILL. WITS. STRATEGY. RESOLVE.

*Do you have what it takes to be King of Dragon Pass?*

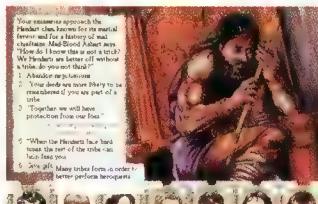
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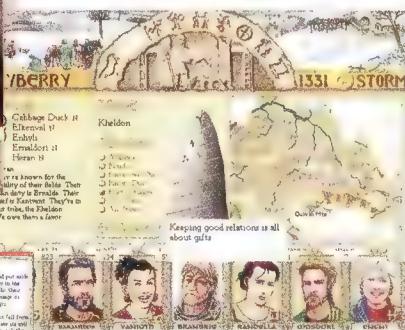
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# IF YOU AXE ME...

You want a **Magic** ruling? Call the DCI. Need to know what that First Edition Charizard will fetch on eBay? Call...um...someone at eBay. Admit it, you need help in other arenas. You've either got no job or a crappy one, you've got deadbeat friends, your dog steals card money from your wallet while you're sleeping—you need someone to help you through those delicate social peccadilloes that arise in the world of gaming. Don't you think

it's time you trusted an unlicensed magazine editor playing psychotherapist to solve your problems? We think so! Send those desperate pleas for help to [cory@wizards.com](mailto:cory@wizards.com) or via snail mail to **TopDeck Magazine—Advice Versa**, P.O. Box 707, Renton, WA 98057. If you're not satisfied with your advice, please remember to return the unused portion for a full refund.

## The Dating Metagame

On what kind of date should I take a girl who plays **Magic**? Should I take her to a movie, a **Magic** tournament, or both?

*Via email*

**No name given—possibly TV's Gil Gerard Possibly in Hollywood, California**

Thanks for writing, Mr. Gerard! Ah, the question that's plagued male-gamerkind for decades—once you find that elusive woman who's interested in gaming, what do you do with her? The two options you suggest aren't the only things you could do, first of all. There's always concerts, poetry readings, theater, monster truck rallies, outdoor concert riots.... Even if you're living in one of those little John Cougar Mellencamp towns far away from civilization, you can hit a bowling alley, arcade, or possibly a **Magic** tournament.

Between you and me, though, don't do a tournament unless she suggests it (remember: *you've found a girl who plays Magic*. Follow her lead). For one, there's no guarantee you'd even see each other, let alone play each other, what with the way these things are run. Now maybe that's the kind of relationship you want to establish, and that's great if it works for you, but I find it a tad impersonal. You'll have plenty of time for tournaments later. Take the girl to dinner and a movie (or even scones and a matinee).

**Trust me, Gil.**

## Mel-o-drama

How do I stop the other people in my **Magic** playgroup (there are five or six of us) from ganging up on me? Every time we play, all the early aggression and control is taken out on me, leaving me with no hand, few lands, no creatures, little life, a stacked graveyard, and not a prayer. We usually play all-out, but mostly I feel like it's me against everyone else. In fact, when a newbie started playing with us and queried about the object of the game, everyone replied, "Kill Mel!" If I play control, I get the beatdown and have to save my counterspells to preserve my own game, much less disrupt theirs. If I play aggression, I'm barraged with Terrors, STPs, and denial galore. My testing decks can't be faulted on construction or my skill at playing them; they generally win one-on-one. In a group game, however, I take it from all sides and am usually forced to watch for the next hour as they finish up. When I ask them what the problem is, their usual response is: "If we don't kill you early, you'll win the game." The game is really unenjoyable when you're forced to sit out for the most part and are not allowed to see what the fruits of your deck might be. Is there a solution that will allow me to stay in the game longer and take some of the heat off me?

*Melanie Splatt*

*Toronto, Ontario*

**My friends say:**

**"If we don't kill you early, you'll win the game."**

First, you've got to ask the right question—why are they ganging up on you? There are myriad ways to stop them, but you haven't told me why they single you of all people out in the first place. Did you once dominate the games in the olden days and now they're all just getting back at you? Were you implicated in the deaths of any family pets? Are you the only girl in the group? Are you a guy who must bear the name Melanie? The "why" will determine what you should do. If it's a case of your simply being one of the best players in the game, so everyone else gangs up on you to prevent you from winning, there's not much you can do except play your best and try not to take it personally. In fact, take it as a backhanded compliment. If you suspect they actively don't like you, or worse, are discriminating against you because of your gender, treat yourself better than that and get new friends, because these ones suck.

***That kind of abuse ain't healthy.***

*That's all we have room for this month. Now get out there, work up a few neuroses, and write in for advice! It's fun, and remember, I'm not licensed!*

*—CJH*



## Duel Personalities

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THE APOCALYPSE IS APPROACHING.

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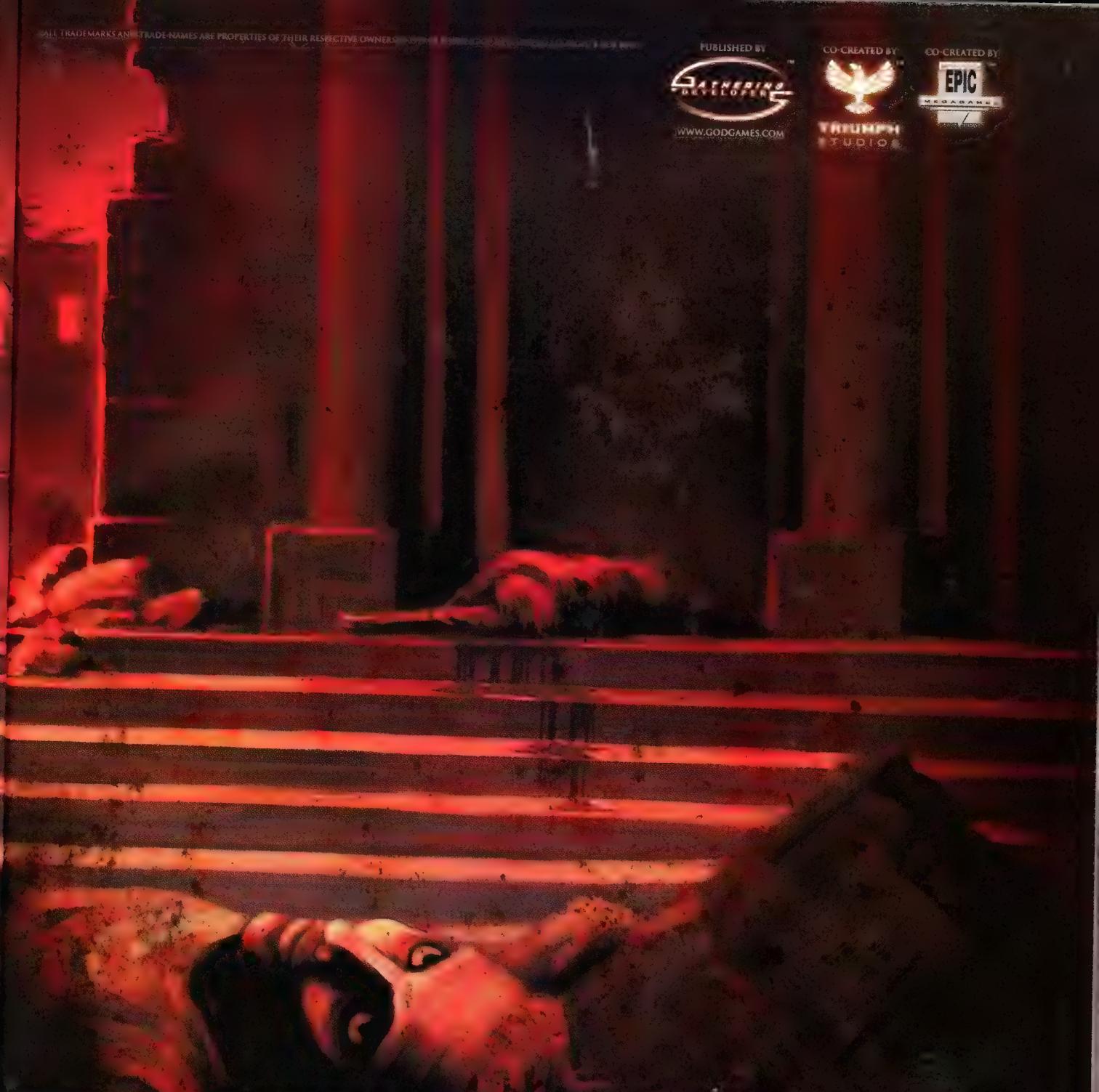
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The wise ones have seen an omen of doom in the form of a star in the night sky. The age of peace has officially been fulgured to its death. The editor courtship is over, and two factions have emerged. Battle flags have been raised, and violence has enveloped the land. This is the calm before the storm. You can choose to avoid the apocalyptic battle that looms on the horizon. Hatred and the need for revenge have a very long shelf life.

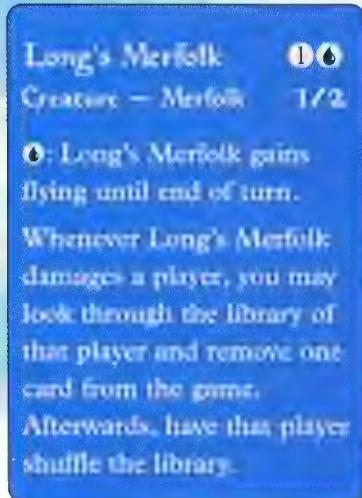


# Mark Rosewater's Insider Trading: Long Time Coming

LAST ISSUE, I DISCUSSED THE FLAVOR AND ART OF THE *Magic* card that Mike Long designed (which will be printed in the Nemesis set, next February). This month I'll talk about how the card was made.

**F**rom the moment Mike turned the card in, the development team realized that it was too strong. After some playtesting, the team decided that something had to be done to weaken the card. However, one of the priorities of the player-designed Invitational cards is to keep them tournament viable. This left the development team with three options: change the mana cost, change the power/toughness, or change the cost of playing the abilities.

*Mike turned in the following card text:*



## Mana Cost

The mana cost stayed the same but not without some discussion in development team meetings. Originally, the team wanted to raise the cost to 2, but it felt the higher cost would hurt the effectiveness of the card in a Merfolk deck. The team decided to balance the card in the rules text instead.

## Power/Toughness

As with the mana cost, the power and toughness were changed from Mike's original version and then changed back. In the first development pass, the card changed from a 1/2 to a 1/1 creature. After talking with Mike, the team realized that reducing the toughness severely hurt the card, so they changed the card back to 1/2 creature.

## Card Abilities

Therefore, one or both of the abilities (the activated flying and the triggered Jester's Cap-like ability) needed a higher cost. The team quickly realized that the trouble maker was the Cap-like ability. To balance the card, the team decided that this ability needed a mana cost. The team tested the card with a 1 mana cost. More playtesting

showed that the new version of the card was still very strong, and it presented a second problem. Using the Cap-like ability takes a fair amount of time because the player has to look through the entire deck and make a complex decision. To decrease the number of times this would happen—and also to weaken the card slightly—the mana cost on the Cap-like ability was raised to 2.

—Mark Rosewater

*Here is the final version of Mike Long's card:*



Check back next month for more previews of the upcoming *Magic: The Gathering—Nemesis* card set.

# Grudge Match, 1999



**IN THIS CORNER**—Japanese karate master, K-1 fighter Masaaki Satake, playing white weenie.

**IN THIS CORNER**—world-class game designer Richard Garfield, playing "Tinker."

Both men met, first in Japan, and again in the United States earlier this year, to play the *Magic: The Gathering* trading card game. These two mental giants were pitted against one another, not speaking the same language, but communicating through the game alone. In Japan, Satake swept the floor with Garfield.

"I was crushed using a slow white deck, which I called my 'Flicker' deck," claimed Garfield. Satake was playing a lightning-fast white weenie deck with heavy damage redirection. In October, Satake came calling again, only this time in Garfield's home territory. Both players got into position, pumped up their decks, shuffled, and came out fighting!

They played a three-game match. Garfield played Tinker and Satake continued playing his white weenie destroyer. This time, the mathematician and father of two defeated his opponent two games to one. Both men said they enjoyed the games immensely. Garfield said humbly, "I'm just glad we were playing my sport and not his!"



—JK

# AGE OF EMPIRES II

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- Dominate the world's marketplaces.
- Embody the spirits of William Wallace, Saladin, Barbarossa, Joan of Arc, and Genghis Khan.
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ZONE



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Microsoft

# Battle Royale!

Call all your friends and get your battle gear on—the Battle Royale multiplayer set has hit the streets! Our prebuilt, 40-card decks will get your table ready for a group fight. If you think these cards are nasty one-on-one, wait until you experience them in vicious multiplayer competition. With this gift box also comes a game book that spotlights the decks and explains rules for multiplayer games of all sizes, from DCI Two-on-Two to Grand Melee. The decks are made up of previously released cards and are featured with white borders in this set. "We made a special effort to include cards that would be powerful and fun in a multiplayer setting," explains William Jockusch, Battle Royale developer. The outer box cleverly becomes a collector card box that holds more than 700 cards. Show how much you care this holiday season; invite your loved ones into the pit and beat them down! Available now.

—JK

## Home Base 2

That's right, the **Pokémon TCG Base Set 2** is coming fast! There are 130 cards in this set, including four brand-new theme decks. The most interesting part of this set is that the Starter Set contains a free CD for your PC computer. Didn't catch 'em all? Feel like you got started collecting too late? Don't worry, this is the set that will help you become one with the **Pokémon**!

Look for it in February 2000.

—JK

## Team Rocket Blasts Off!

The next **Pokémon TCG** expansion, the **Team Rocket** set may not be out for a few months, but it's already creating quite a buzz around our offices. This 82-card expansion contains 17 holofoil cards. **Rocket** includes a new version of Meowth, the only talking **Pokémon**. Plus, under the training of the nefarious Rocket gang, some of your favorite **Pokémon** will evolve into more sinister and completely unexpected forms. They may seem the same, but remember—never judge a **Pokémon** by its looks. There might be something nasty underneath just waiting to get out! **Expect to see this set and two theme decks hit shelves next Spring.** —JK



## Quick Bits

Little Fun Things Encountered Last Month

### Roger Wilco

To facilitate communication during games, I downloaded and installed Roger Wilco. It enables you to speak to other people on your team and vice versa. Best of all it's absolutely, positively FREE! Well...you need a microphone, but that's it. —PW

### The Lou Ferrigno Deck

Got together a few friends for a casual tournament of **Magic**. The caveat is that the decks need to have ridiculous themes. To date, Towering Inferno is on top, while Candy for Shirley Temple is performing quite badly. —PW

## Hasbro + Wizards = Excellence

Privately held Wizards of the Coast, Inc. and Hasbro, Inc. have become one to bring you the best games in the world! In October of 1999, Hasbro purchased Wizards for \$325 million. "Wizards of the Coast will enable us to significantly expand in the fast-growing games arena, which is a cornerstone of our growth strategy for the new millennium," said Alan G. Hassenfeld, Chairman and CEO of Hasbro.

"We are very excited about this merger of the world's two greatest game companies," said Peter D. Adkison, President and CEO of Wizards. "We are proud to become part of the Hasbro tradition and culture, and look forward to working together to build on the strength of Hasbro's rich library of intellectual properties," Adkison added. Both CEOs believe that this is the best way to expand gaming into a widespread intellectual pastime. It's a win-win situation.

—JK

## Prepare for Yu-Gi-Oh

**Pokémon** invaded America a little over a year ago and took most of us by surprise. Now it's the hottest franchise in history. So what's next? Well, our sources say it could be **Yu-Gi-Oh** (from Japan again, naturally). This franchise only got its start in 1998 and already there are **Yu-Gi-Oh** manga comics, an anime cartoon, an animated movie, a collectable card game, three video games (two for Gameboy and one for PlayStation), and an assortment of other items, including calendars, posters, stickers, clothing, and school supplies.

The plot of the **Yu-Gi-Oh** stories and games is centered around games (board games, card games, video games, and more) and a Jekyll/Hyde character named Yugi/Yugi-Oh. The games themselves are apparently a cross between **Magic: The Gathering** and **Pokémon**. Will **Yu-Gi-Oh** make its way across the Pacific to the United States? Your guess is as good as ours, but it very well could be the next **Pokémon**.

—WM



### Shaving Dice

Early attempts to produce more "natural 20s" have only resulted in screwed-up dice. Will try new methods of dice-shaving using fine-grit electric sander. More on this later. —PW

### Mario Party (N64)

Cute game where up to four players move around the board(s) trying to collect coins and stars. What keeps

the game especially interesting is the vast number of "side games" that occur frequently and result in bonus coinage. Be warned, however, that some of the games were more difficult than a lot of the "mature" games I play on my PC. —PW

### Armageddon's Blade

This expansion for **Heroes III** comes with a lot of cool features, but the

## The world according to Yawgmoth

You've heard of an ancient war between the Thran and Phyrexians, but only now can you read about the bloody battle in detail. Find out how Yawgmoth orchestrated this darkest moment in Dominaria's long-forgotten past.

Was the evil overlord simply a bad seed... Or were certain events responsible for shaping young Yawgmoth into one of history's most reviled creatures? Only *The Thran* holds the answers.

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Available December 1999 in better book and hobby stores.



Written by award-winning author J. Robert King, this book is the highly anticipated prequel to the Artifacts Cycle.



# Just in Time for the Holidays

FROM HASBRO

**N**ow that Wizards of the Coast is a subsidiary of Hasbro, and since Hasbro makes some really cool stuff, we thought we'd tell you about some toys we'd like to see under our trees (or menorah, or whatever) this holiday season. —WM

## *Star Wars: Episode 1* Sith Droid Attack Game

If you're like us, you grew up with a toy lightsaber in your hand and heard your mom yell, "Don't hit your sister" a lot. Now you can truly train to be a Jedi Master (and have a blast) as a four-foot high, motion-sensing probe droid forces you to deflect "laser bolts" with your lightsaber.

## Electronic Royal Starship with Exclusive R2-D2

Queen Amidala's signature spaceship a) is huge, b) blinks and makes noise, c) comes with a removable escape pod, and d) has R2-D2 to boot. If you have kids, you may need to buy two so you can get some playtime with this baby.

## Monopoly Brand Pokémon Game

This Parker Brothers game has you traveling from gym to gym (instead of from street to street, I guess) to battle and collect the most powerful Pokémons. Professor Oak even makes an appearance (as the Chance space) to reward you for Pokémon battles or to give you an unexpected surprise.



coolest by far is the random map generator. Now a game that already was packed with replay value can be played pretty much until it melts in your disc drive. —CH

## Evil Dead: Ashes 2 Ashes

I can't be the only one that wanted to see a guy in a blue shirt wearing a chainsaw on one hand in *Resident Evil*. Now THQ is working with both Bruce Campbell and Sam Raimi to create a de facto sequel to *Army of Darkness* in the form of a PSX/PC survival horror title. Look for it next fall. —CH

## Blademasters

This game, designed by a lot of former Lucasarts folks and their current cohorts at Ripcord games, is loaded with anime style, really creative spell effects, and monster design. It should be a strong competitor in the action RPG field come next year. —CH

## Apples to Apples

The hottest board game at Origins 1999 was the latest game from the brilliant people at Out of the Box Publishing. You and your friends try to match nouns to adjectives, FAST. This

is the only game I know where you could feasibly associate Bill Clinton with the adjective *Trustworthy*. Play it with friends or parents (or both, but I wouldn't try that). —WM

## Pokémon Yellow

Finally, a third Pokémon game for my GBC. Now I can start over and trade all those Pokémons I missed on Blue or Red to myself and have a snowball's chance of catching 'em all. Maybe. If my daughter will ever let me play. —WM

## The Power of Silk

Playing in the company *Masques* League, I was forced into playing a lot of green (sorry, Jamie). With no flyers to speak of, I tried Spidersilk Armor (which was originally a creature enchantment). I wasn't sure about using it since it wasn't a creature or creature removal. But hey, I had no choice. Man, this card rocks in Sealed. "Gee. You got a lot of flyers? Sorry. I can block them all and my creatures are tougher than yours." —WM

Contributors: Pete Whitley, Cory Herndon, Will McDermit, J. Kovach



## Pokédex Organizer

Tiger's Pokédex Organizer is just about the coolest Pokémon toy we've seen. It really looks like Ash's Pokédex (Dexter) and provides vital info about all the Pokémons, including height, weight, attack forms, and more. Even better, there are animations for all 151 Pokémons (including Mew) that show each Pokémon and all its attack moves.

## Pokémon Master Trainer Game

Featuring a map of the world of Pokémon and 150 Pokémon chips that lock into the gameboard, your Pokémaniac can travel from Pallet Town to the Indigo Plateau on his or her quest to become the new Master Trainer and win the game.

## *Star Wars: Episode 1* Special Collector's Edition Monopoly Game

*Star Wars* meets *Monopoly* as one of the oldest board games around gets a literal facelift with a luminescent board that unfolds to reveal three-dimensional properties and now-familiar names like Coruscant, Jedi Temple, and Queen Amidala's Naboo Palace. You can play anyone from Anakin to Darth Maul as you move around the Monopolized *Star Wars* universe.

# Try diplomacy first.

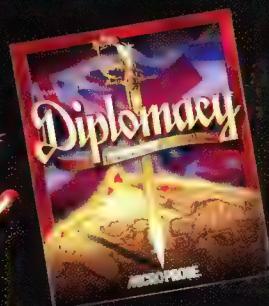


## You can always invade them later.

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# Diplomacy

Bring out your inner dictator



May your wit be as sharp as your sword, because Avalon Hill's Diplomacy has captured the true spirit of the legendary board game.

You'll start as one of the seven pre-WWI superpowers, England, France, Germany, Italy, Russia, Turkey, and Austria-Hungary. These political boundaries will become your prey as you negotiate your way to the top. Beg, threaten, plead and argue your way past nations where friends become pawns and enemies become allies. You'll have to be cunning, smooth, and deceitful. This is a game that can't be left to chance.



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RINGSIDE

## If I Only Had the Taint

# The Corruption of the Lion Clan Is Complete



**Attack,  
Maim,  
Kill, Destroy**

### Dynasty (40)

- Holdings (10)
  - 3 Copper Mines
  - 3 Gambling Houses
  - 2 Hiruma Dojo
  - 2 Jade Works
- Personalities (24)
  - 3 Ikoma Ryozo
  - 1 Ikoma Ryozo Exp. 2
  - 3 Kitsu Okura
  - 3 Kitsu Sanako
  - 3 Matsu Daoquan
  - 3 Matsu Toki
  - 1 Oni no Akuma
  - 1 Oni no Iwana
  - 1 Oni no Ogon (headless)
  - 3 Oni no Tsuburu
  - 2 Oni no Uglu
- Events (6)
  - 1 Desperate Measures
  - 1 Inheritance
  - 1 Plague of Locusts
  - 1 Return of Fu Leng
  - 1 There Is No Hope
  - 1 Unexpected Allies

### Fate (40)

- Sensei (1)
  - 1 Ikoma Sensei
- Actions (29)
  - 1 Counterattack
  - 3 Deadly Ground
  - 1 The Egg of P'an Ku
  - 3 Evil Portents
  - 2 Fist of the Earth
  - 3 Mercy Shrouds the Earth
  - 3 Rallying Cry
  - 2 Shiba Technique
  - 2 Shinjo Technique
  - 3 Sneak Attack
  - 1 The Sun in Shadow
  - 3 Treachery and Deceit
  - 2 The Wind's Truth
- Followers (8)
  - 2 Berserkers
  - 3 Cultists
  - 3 Elite Pikemen
- Ancestor (1)
  - 1 Shiryo no Tsuke
- Ring (1)
  - Ring of the Void

**Legend  
of the  
Five Rings**

*The souls of Rokugan's ancestors are dying—and the shugenja of the Kitsu Tombs don't give a damn. They've got a new source of power; the rotted taint of the Shadowlands infests their magic as it once infested that of the Phoenix. The Lion Clan is more corrupt than ever—come to the dark side! by Wolfgang Bour*

**F**OR YEARS, the Lion Clan has struggled with balancing low Gold production and a need for speed. The solution, more often than not, has been to play a deck loaded with corrupt Holdings and Personalities—and just four Shadowlands cards was enough to make a deck officially corrupt in the eyes of AEG. With the victory of the corrupt Lion deck at the Gen Con 1998 story tournament (see "How to Have Fun Storming the Castle" in *Duelist* #37, p. 76), the story was complete. But corruption works slowly, and only now are we seeing the full effect of hundreds of corrupt Lion players on the tournament scene. The *Ambition's Debt* expansion gives the Lion the perfect tool for a deck that has gone to the dark side.

### The Kitsu Tombs

The biggest improvement in the Kitsu Tombs is the increase in its Gold Production to 4 from the Lion's usual 3. Suddenly, Hiruma Dojos enter play off the Stronghold, as do stronger Samurai, such as Ikoma Ryoza, Kitsu Motozo, Matsu Toki, and Matsu Chokoku. The Stronghold's other major benefit is that it allows you to ignore Honor requirements when you bring Shadowlands Personalities into play. Far too many Lion decks stall in the face of a serious Dishonor deck, unable to recover to a level of Family Honor that allows them to bring more Personalities into play. However, this is somewhat balanced by the fact that the Lion's starting Family Honor has sunk to a new low, starting at 1, the lowest of any recognized Clan of the Empire except the Ninja (the Shadowlands isn't a Clan within the Empire).

### Know Ye Your Oni

Another cool power of the Kitsu Tombs is a reaction that allows Shugenja to bow and prevent all of an Oni's non-Gold costs and entering-play effects. Presto—Oni no Akuma arrives without eating up a Province! Headless Oni no Ogon doesn't bow your Stronghold! Oni no Iwana doesn't force you to discard your hand! Kyoso no Oni doesn't eat your Holding! It's a candyland of corruption!

Okay, calm down. The reality is that this wonderful ability comes with a price, namely speed. You can't get a "Province-free" Akuma unless you already have a Shugenja out. And most Shugenja won't actually gobble up enemy Provinces for you. There's a chance you'll have the Oni without the Honor loss and other associated badness, but you'll also have them a turn later than usual. Fortunately, you can

also use those Shugenja to play The Wind's Truth and cause your opponent to lose Honor; to play Fist of the Earth on their best warriors; and to play Banish All Shadows for just that right Deadly Ground or Egg of Pan'Ku. You can even combine the Oni and the Shugenja into a single card slot, using the new Air Oni, Yosuchi, in its Shugenja role, to summon other Oni. Or best of all, you can put a regular Samurai into play on turn one, and then give him or her Cultists to help bring an Oni into play.

### Straight Lion, No Chaser

The new Stronghold also makes an Honorable Lion deck easier and more competitive. Cheap Cavalry like Matsu Mori, plus value-for-Gold Samurai like Ryozo, Daoquan, and Gohei, can all come off the Stronghold easily, and the addition of Hiruma Dojo to the Gold chain means that Matsu Agetoki and other high-rent Lion

Personalities are all that much easier to play. New mobility from Tactical Maneuver, a Reaction, helps out the Lion Tactician deck.

Finally, Lion continues to be a "hollow house" with respect to Honor; corrupt on the inside, they still maintain an outside appearance of propriety, thanks to lots of high-Honor Personalities. Shugenja like Kitsu Okura are paid for by the Stronghold for Honor; Kitsu Tojo requires the Tombs Stronghold plus One Koku or a Small Farm. Since even the Shadowlands-tainted Lion Personalities have higher Personal Honor than any of the current crop of Cranes (witness Matsu Daoquan), Honor-running should continue to grow as a secondary strategy for Lion decks.

### The Win and the Lion

This month's deck is Open-style, built on the combination of Shadowlands Personalities and great big Oni. It uses Cultists as extra Shugenja to grab Oni cheaply, and it uses a few critical Kihos that support the mission in battle. Primarily, it wins by staying just a little ahead on Force—it can generate an additional hedge of Honor against Dishonor

decks by paying full cost for some of its very Honorable (and thoroughly corrupt) Samurai. It's nowhere near as fast as a corrupt Toturi blitz deck, though it's flexible enough to start Honor-running against a Shadowlands Horde or Ninja deck.

The Dynasty deck is unusual, with more than the average number of Personalities and an odd Gold structure. Because of the deck's reliance on Fate cards with high Focus values, I've included Gambling Houses as one of the Gold sources (hey, the Lion are nothing if not risk-takers). To speed up the deck, the Gambling Houses could easily be replaced by Corrupt Copper Mines, Merchant Caravans, or even Small Farms, as long as the Plague of Locusts is removed at the same time. If Follower-heavy decks predominate in your local games, consider using War Weary instead of Plague of Locusts to slow down the rate of Followers.

The Fate deck is unusual because most attack decks (other than Tactician or dueling decks) have low Focus values. "Attack, Maim, Kill, Destroy" uses high Focus values both as defense against duelers (most of the Personalities have low Chi) and as fodder for the Gambling Houses. If the Gambling Houses are taken out, the Fate deck could easily be revised to include cards such as Avoid Fate (to help ward off Iris Festivals), Another Time, Bandit Attack, Darkness Feeds, Crushing Attack, or even Corrupt Ground. Kaede Sensei works well to find the Ring of the Void, a crucial card to resupply your Fate hand during the midgame.

The glory days of the Lion speed deck led by Matsu Gohei, fueled by Evil Feeds upon Itself and cheap Force bonuses, are over. But a more interesting and even more corrupt Lion attack deck is making its presence felt. Feel the corruption, baby—dig the taint. ▲

*Wolfgang Baur is happy to be associated with the Greater Hasbro Co-prosperity Sphere. No, really.*



CLASSIC DECK: RAGE

# RAGE KITCHEN SINK

THE SILENT STRIDERS excel at imitating others, and the gift Tongues allows Strider Garou to count as every tribe. Indeed, Striders can use the strengths of all the tribes.

Start with a Wendigo Tattoo (on Truth-Seeker) and note the four Counting Coups (courtesy of the cubs). Use K'To the Oracle and Truth-Seeker together to draw the best of the next five Sept cards and discard useless ones. Your Sept deck could go to 50 cards and not lose cohesion. In fact, why not beat the Get at their own game? Add in Blessing of Freya. Got a Fianna problem? Play the Sword of William Wallace. Season your Sept deck to the local metagame.

The Combat deck works the same way. With Tongues and Corinna, your combatants can use the 14 cards that have a requirement. Still, the Garou may have problems with bruisers, so throw cubs and spirits out early. Use Counting Coup to finish wounded opponents and the Tribe card to remove problematic enemies. —Matthew Farney

### COMBAT CARDS (20)

- Block and Roll
- Collar the Mongrel
- Crash
- Even's Move
- Go for the Throat
- Get That Wyrm!
- Haymaker
- Instant Replay
- Observe Trends
- Reading the Soul
- Scornful Laugh
- Sewer Ut'Shield
- Strike and Fade
- Thumb Lock
- Tee Fast for You?
- Twisted Knife
- Umbra Escape
- Vengeful Strike
- Well Prepared

### TRIBE CARD (1)

• Silent Striders

### GAROU CARDS (5)

- Brackt
- Dugal Steady-Hand
- K'To the Oracle
- Stars-the-Truth
- Truth-Seeker

### SEPT CARDS (40)

- Black Spiral Soldier
- Call for Power
- Corinna
- Counting Coup
- Dark Tidings
- Dsatah
- Elemental Gift
- Massive Mold Spirit
- Midnight Raid
- Owl
- Recycle
- Rites of Tisobie
- Sight from Beyond
- Spirit Whistle
- Tongues
- Teach of Death
- Travelling Spirit
- Walkabout
- Wendigo Tattoo



# Teaching a Dead Dog New Tricks



**GOMORRA DISPATCH** The book—okay, it's actually an expansion set—*Revelations* has been opened. With all the cards now on the table, *Doomtown* deck strategies can now be honed to terrifying precision. As the “Kingdom Come” tournaments approach, we know one Outfit will rise to victory and another will fall into oblivion. My goal as a devoted story nut is to start building decks that will make sure the Outfits I like go into the final conflict with a fighting chance. **by Scott McGough**

## Fightin' Clean, Fightin' Mean

The new Sioux War Party Home makes the combination of Nation warriors and Shaman spellcasters even tougher. As a

Shootout action, you can boot any one Shaman, regardless of location, to give one of your Sioux Dudes in the shootout a Bullet bonus equal to the Shaman's skill rating. With Tioga Joe and Wise Cloud on your starting lineup, this means you'll potentially have a 5-Stud gunslinger who can't be aced unless he's beaten by two ranks on the first turn.

The *Revelations* set may have brought Bullets and their devastating effect into the game, but it also brought a handful of cards

## Key Cards, Key Combos

### Statute 32 of the Penal Code/Weapons Tax:

These two Events will keep the overall number of Weapons on the table to a minimum.

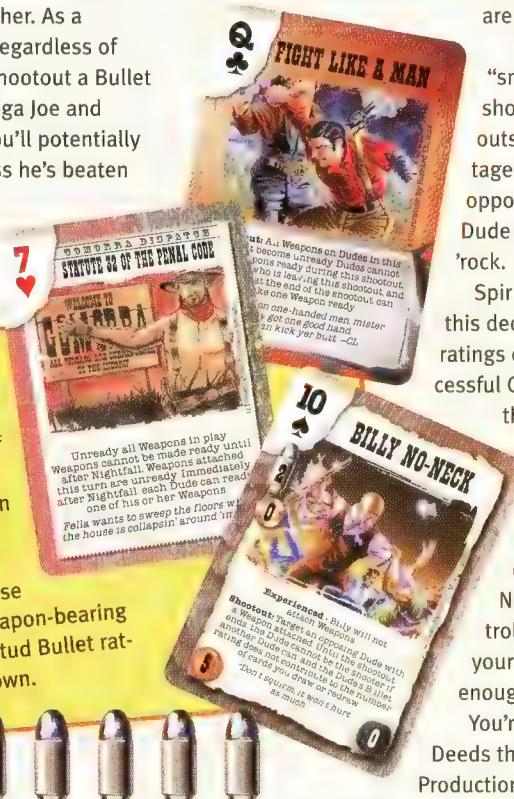
**Fight Like a Man:** Treat it like a tactical application of Statute 32 to unready all the Weapons in a single shootout.

**Billy No-Neck Exp./Freddy Fast-Hands:** Both these thugs can spot-remove a single Weapon (or Weapon-bearing Dude) as a Shootout action and then apply 2-Stud Bullet ratings' worth of Weaponless whup-ass on their own.



that hose Weapons and the Dudes that carry them. Since everybody from the Collegium to Blackjack himself seems to be using Weapons these days, using the hoser cards in a straight-up, hand-to-hand, no-nonsense, fightin' Shaman deck is not only effective, it's downright poetic.

The odds of an opponent's Weapons surviving Statute 32 of the Penal Code, Weapons Tax, and Fight Like a Man! are truly remote. From there, it's a hand-to-hand showdown between your crew (who never needed Weapons, thanks to your Home ability) and the enemy (who are going to feel naked without 'em).



This is a combat deck, and you should use Get a Rope and Kidnapping to pick fights as often as you can. All but two of your cards (and one of those is a starting Dude) fall within the 7–Q value range, so frequent Straights and Full Houses are almost guaranteed.

Even if you're playing against a “smother” deck that cancels shootouts and runs away from call-outs, you can always take advantage of a Boxin' Match to make your opponent choose between risking a Dude or letting you walk away with 5 rock.

Spirits are not the main thrust of this deck, but the card values and skill ratings of your Shamans make a successful Curse (or a victorious outing in the Boxin' Match) a safe bet.

Surgical application of Curse can give you the lead in Influence, which is useful at any stage of the game. It can net you an extra card during Nightfall, keep Dudes from controlling your Deeds, and/or drive your opponent's Influence low enough for you to win the game.

You're going to win by laying down Deeds that are low in cost, low in Production, and low in Control Points,

and then making sure your opponent doesn't have enough Influence to a) control them, or b) keep you from winning. Both the Fountain and the Archaeological Dig/Museum combo will boost your blue chips without increasing the number of Deeds you have to defend.

The only thing this deck really has to fear is No Funny Stuff, which will shut down your Home's ability. Even if your opponent is running four of them, however, you still have the likes of John Bloody Knife, Eagle Rock, and the Experienced Tioga Joe, who can kick tail without the help of their more spiritual brethren.

Pick Your Targets,  
Choose Your Weapons,  
and Open Fire

## "Fight Like a Shaman"

### OUTFIT'S HOME

Sioux War Party

Deck cards listed in value order.  
Starting Dudes in bold.

### DUDES (18)

- 4♦ Wise Cloud Exp.
- 7♦ **Billy Iron Horse**
- 7♦ Billy No-Neck
- 7♦ Freddy Fast-Hands
- 8♦ Pox Walker
- 8♦ Spirit's Eye
- 9♦ Eagle Rock
- 9♦ Kansas City Kara
- 9♦ Stone Man
- 10♦ **Billy No-Neck Exp.**
- 10♦ **Eagle Rock Exp.**
- 10♦ **Tioga Joe**
- J♦ John Bloody Knife
- J♦ Thunderbird
- Q♦ Armitage the Damned
- Q♦ Little Mountain
- Q♦ Tioga Joe Exp.
- K♦ Joseph Eyes-Like-Rain Exp.

### DEEDS (14)

- 7♦ Extra Room (2)
- 8♦ Miss Coutreau's
- 8♦ Green-Eye Saloon
- 9♦ The Fountain
- 9♦ Museum (2)
- 10♦ Archaeological Dig (3)
- J♦ Look Homeward Mine
- J♦ Whiskey Nick's Joint
- Q♦ Tailor
- Q♦ Town Well

### EVENTS / SPIRITS (6)

- 6♥ Weapons Tax
- 7♥ Statute 32 of the Penal Code (2)
- 8♥ Boxing Match
- 9♥ Curse (3)

### ACTIONS (14)

- 7♣ Snakebite (2)
- 8♣ Kidnapping (2)
- 9♣ Friends in High Places (2)
- 10♣ Get a Rope (2)
- J♣ Rumors (2)
- Q♣ Fight Like a Man (2)
- Q♣ Sauce for the Gander (2)

continued on next page

CLASSIC DECK: NETRUNNER

## Read 'Em and Weep



The two strongest Corporate cards in the *Netrunner Classic* expansion are Data Fort Remapping and Self-Destruct. Data Fort Remapping is the purest defensive card available, enabling the Corp to end a run. The Runner may spend dozens of bits on a run only to have it aborted, and the most dangerous preps in the game are snuffed.

**Blackmail? Ha!**

Self-Destruct can do untold amounts of Net damage and requires no actions or bits invested in advancement counters. Look for Corporations to construct large forts inexpensively while providing enough bait for the Runner to rush into a Self-Destruct sequence.

This is a nasty Gray Ops deck that builds on a Reclaimed fort with Chester Mix plus Rio de Janeiro City Grid. (Imagine a Rio fort with six pieces of ice plus a scored Data Fort Remapping in reserve!) Glacier, a new piece of ice, can move to the outside of any data fort at the start of a run for only 1 agenda point. Reclamation Project is also a must, letting the Corp recover blown-up ice from the Archives.

—Frisco Del Rosario

### Agenda (8)

- 1 Corporate Downsizing
- 1 Corporate Retreat
- 2 Data Fort Reclamation
- 2 Data Fort Remapping\*
- 1 Main-Office Relocation
- 1 Unlisted Research Lab\*

### Ice (18)

- 1 Ball and Chain
- 1 Bolter Swarm\*
- 1 Chihuahua
- 1 Code Corpse
- 1 Crystal Wall
- 1 Data Wall 2.0
- 1 Deadeye

### Operations (8)

- 1 Glacier\*
- 1 Imperial Guard\*
- 1 Keeper
- 1 Laser Wire
- 1 Mazer
- 1 Misleading Access Menus
- 1 Neural Blade
- 1 Quarantine
- 1 Scramble
- 1 Shock
- 1 Snowbank

### Nodes (4)

- 1 BBS Whispering Campaign
- 1 Braindance Campaign
- 2 Rockerboy Promotion

### Upgrades (1)

- 1 Aardvark
- 1 Chester Mix
- 1 Networked Center
- 1 Red Herrings
- 1 Rio de Janeiro City Grid
- 2 Self-Destruct\*

\*From *Netrunner: Classic*

CLASSIC DECK: VTES

## VAMPIRE™ THE ETERNAL STRUGGLE™

THIS DECK FOCUSES on using a large number of small-capacity vampires in conjunction with one of the most well-rounded disciplines in the game: Fortitude. Simply put as many vampires out as quickly as you can, bleed with a number of them every turn, then use the Kiss of Ra or Dawn Operation combined with damage prevention to take down enemy minions. Saturday Night Specials with Dragon's Breath Rounds are an equally nasty solution to open the door wide for your bleeders. Once there are vampires in torpor, go ahead and diablerize.

—Chris Thomasson

## KISS OR DAWN

### Master (21)

- 4 Effective Management
- 1 Elder Library
- 6 Fortitude
- 1 Golconda: Inner Peace
- 2 Guardian Angel
- 2 Sudden Reversal
- 5 Tribute to the Master

### Reactions (6)

- 2 Elder Intervention
- 4 Wake With Evening's Freshness

### Actions (12)

- 2 Ambush
- 2 Bum's Rush
- 4 Computer Hacking
- 4 The Embrace

### Action Modifiers (13)

- 8 Dawn Operations
- 5 Kiss of Ra

### Equipment (8)

- 2 Laptop Computer
- 4 Saturday Night Special
- 2 Sport Bike

### Combat (30)

- 4 Dragon's Breath Rounds
- 4 Resilience
- 4 Rolling with the Punches
- 4 Skin of Rock
- 4 Skin of Steel
- 3 Superior Mettle

### 4 Trap

- 3 Unflinching Persistence

### Crypt (14)

- 1 Camille Devereux (Gangrel)
- 1 Courtland Leighton (Ventrue)
- 1 Giuliano Vincenzi (Gangrel)
- 1 Juan Cali (Ventrue Antitribu)
- 1 Lázár Dobrescu (Ravnos)
- 1 Leon (Gangrel Antitribu)

### 1 Lolita

- (Toreador Antitribu)
- 1 March Halcyon (Pander)

### 1 Raven (Gangrel)

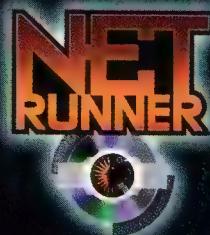
- 1 Ricki Van Demsi (Gangrel)
- 1 Roland Loussarian (Ventrue)

### 1 Roman Alexander

- (Gangrel)
- 1 Rufina Soledad (Ventrue)

### 1 Smudge the Ignored (Catiph)

- (Ignored)





## So Close and Yet So Far

continued from page 25

I'm totally willing to cop to this Maze Rats deck being a one-trick pony—but it's a *really* good trick.

Once you have Lord Grimely's in play, your opponents can't take control of it or anything that's adjacent to it. This deck contains both flavors of Lord Grimely's, plus five (count 'em, five) ways to make Deeds that aren't actually adjacent act as if they were. Beyond that, it's an avalanche of in-town blue chips and seagoing tough guys, and you don't even have to keep track of where the fights take place. All you have to do is keep shooting till your opponents drop, or you simply overwhelm them with blue chips they can't ever have.

The new Landed Rats' ability is Hell on your opponent's Deeds: they take Production from all Deeds they control, regardless of ownership, and also bump up the Control Points of enemy blue-chip Deeds they control. With the Manor omnipresent on your side of the street, your 'rock Production and blue chips are entirely safe; with the Landed Rats' ability, any Deed on the table is yours for the taking.

Your starters give you a solid Bullets-to-Influence ratio, with a nice chunk of change left over. You can invest that change in one of your pricey Deeds or one or more of your dangerous Studs. The best of these is probably the Experienced Sun Shu-Jen, a 4-Stud monster who, as a Shootout action, gains a +1 Bullet bonus for each Huckster present. I also confess a certain fascination with Armitage the Damned, a 3-Stud Abomination who gives all opposing non-Terrors in his shootouts a -1 Bullet penalty. For those of you who follow the story, Armitage was also apparently damnfool enough to make a deal with Knicknevin in a previous life...and Austin Stoker doesn't intend to follow Armitage's lead. ▲

*Scott McGough gets all his ideas for Doomtown decks by listening to They Might Be Giants and consuming massive amounts of birch beer. Hey, it's more Western-y than it sounds.*



## "Right Next Door"

Deck cards listed in value order. Starting Dudes in **bold**.

### OUTFIT'S HOME

Landed Rats Outfit

### DUDES (20)

- 2♦ Cassidy Greene
- 2♦ Mitobu
- 2♦ Squish-Eye Samantha
- 3♦ Chao Li
- 3♦ Harold Longfellow
- 3♦ Singing Feather
- 3♦ Wave Shadow
- 4♦ Chester Nero
- 4♦ Harold Longfellow Exp.
- 4♦ Ferret's Eye
- 5♦ Po Yu
- 5♦ Gunther Hapworth
- 5♦ Johnny Quaid
- 6♦ Ainsley Cunningham
- 6♦ Poison Woman
- 8♦ Chin Wei-Lun
- 9♦ Stone Man
- Q♦ Armitage the Damned
- Q♦ Captain Sim Yut-San
- Q♦ Sun Shu-Jen Exp.

### DEEDS (14)

- A♦ Lord Grimely's Manor Exp.
- 2♦ Lord Grimely's Manor (2)
- 2♦ Buffalo Chip Saloon
- 3♦ Long Hallways (2)
- 3♦ Mental Hospital

- 4♦ Graveyard (2)
- 4♦ Tailoring Shop
- 5♦ Tent City (Chinese Workers)
- 6♦ Dentist's Office
- 6♦ Golden Mare Hotel (2)
- GOODS (3)**
- 3♥ Maze Runner
- 3♥ New Hat (2)
- ACTIONS (15)**
- 2♣ Tricky Spirits (2)
- 3♣ Miss Me? (2)
- 3♣ A Secret Tunnel (3)
- 4♣ Ace in the Hole (2)
- 5♣ Ambush (2)
- 6♣ Foreclosure (2)
- 7♣ Snakebite (2)

**Yours for the taking!**



### Key Cards, Key Combos—LANDED RATS EDITION

**Lord Grimely's Manor/A Secret Tunnel/Long Hallways:** This is it. Lay down either version of Lord Grimely's, and then start dropping other in-town Deeds with Control Points. Then lock opponents' Dudes out with A Secret Tunnel and Long Hallways.

**Miss Me?:** Lots of high-value Dudes in this otherwise low-value deck. If you lose Sun Shu-Jen or Armitage the Damned early, switch back and forth between versions of Lord Grimely's until the Fear level is high enough to dig your hardasses out of Boot Hill, Harrowed.

**Sun Shu-Jen Exp.:** He's badder than ever, because he feeds off Po Yu, Chao Li, and Ainsley Cunningham to gain a +1 Bullet bonus for each Huckster in the shootout.



CLASSIC DECK: BATTLETECH

## DashWolf-Killing Deck

**T**his deck absolutely beats up any Clan deck (especially dashing decks) and it'll do the same to a fair number of Inner Sphere decks when using the Pilots. First, I like to drop Assembly and Munitions to put Fenris C into play. Then, depending on what I'm facing, I'll build a Black Lanner. Six fast attack is beautiful!

Whack the heck out of your opponent's slow and moderate 'Mechs, only hitting the Stockpile and resources when you can deal more damage than your opponent can. Your 'Mechs are fast and tough, so you can kill almost anything and still stop a fast assault. Against DashWolf, get Single Combat out and keep it protected by a Fenris...or three. The Black Lanner is the right choice for whacking just about anything (especially after softening it up with a Fenris).

You win when you have 'Mech advantage. During your attack, keep the

### Key Cards, Key Combos—LANDED RATS EDITION

**Lord Grimely's Manor/A Secret Tunnel/Long Hallways:** This is it. Lay down either version of Lord Grimely's, and then start dropping other in-town Deeds with Control Points. Then lock opponents' Dudes out with A Secret Tunnel and Long Hallways.

**Miss Me?:** Lots of high-value Dudes in this otherwise low-value deck. If you lose Sun Shu-Jen or Armitage the Damned early, switch back and forth between versions of Lord Grimely's until the Fear level is high enough to dig your hardasses out of Boot Hill, Harrowed.

**Sun Shu-Jen Exp.:** He's badder than ever, because he feeds off Po Yu, Chao Li, and Ainsley Cunningham to gain a +1 Bullet bonus for each Huckster in the shootout.

**CLASSIC DECK: DUNE****Honor 'Em  
with Your  
Water****IMPERIAL SPONSOR:  
THE WATER SELLERS UNION**

*Recommended House Profile:  
10 Favor, as much Spice as possible.*

**Imperial Deck**

- 1 Arrakeen Water Facilities
- 1 Arrakeen
- 1 Arsunt
- 1 Carthag
- 1 Carthag Engineering
- 1 CHOAM Directorship
- 1 Duke, Siridar Fief
- 1 Feige Treazal
- 1 Haggis Basin
- 1 Imperial Suk School Profits
- 1 Shaddam IV
- 2 Smuggler Bribes
- 1 Spacing Industries
- 1 The Great Flat
- 1 Water Magnate

**House Deck**

- 1 Badge of the Lion
- 1 Baliset
- 1 Casting Nets
- 1 CHOAM Restructuring
- 4 Corrupt Water Official
- 4 Expert Command
- 4 Glacier Refinery
- 2 Guild Shuttle
- 1 Historic Acquisition
- 2 Lost in the Desert
- 1 Palace Keep
- 4 Pyon Village
- 1 Sandworm
- 1 Soaks
- 4 Water Peddler
- 4 Water Marshal
- 2 Water Shortage
- 1 Water Tribute
- 1 Wormsign

A wise old Fremen once told me that what makes a great *Dune* player is not the deck but the ability to use it. This deck works well as a training deck for the novice *Dune* player—and *Dune*, like any TCG, needs new players to survive!

This deck keeps things simple, allowing the new player access to plenty of Solaris which, thanks to *Dune*'s three-sided economy, can do multiple things. You can purchase Favor, Spice, Imperial cards, and Aides. Novice or no, the player needs to budget money and use it at the right time. It's especially useful to pay for all those Aides, which seriously mess with opponents.

If you have any questions about *Dune* or about this deck design, feel free to email me at <[RussellK@wizards.com](mailto:RussellK@wizards.com)>.

—Russell Keenan

**CLASSIC DECK: C•23****BOUNCE  
'N' BASH**

*"A lesson learned, soldiers:  
Don't whiz on the electric fence."*

**T**his deck uses the versatile Stasis Field to bounce you to victory. First off, use it to get your opponent's blockers out of the way. If your opponent isn't saving any characters with which to block, play Stasis Field anyway. Making your opponent pay to bring cards out again will bog down his or her offensive rush. Finally, don't be shy about sending your own characters back to your hand. Most of your red units cause your opponent to discard deck cards when they're brought into play—each time you play Barrage, your opponent discards six; each Rocket Platoon siphons away four.

Your defense consists of "walls" (Carnivorous Plant and Electric Barrier), along with action cards that help keep your opponent's side of the table clear. You've got some direct discard, too. Keep bashing away each turn and reclaim Earth's surface from the monstrous, insectoid Angelans! —Mike Kelly

**BLUE CARDS**

- 7 Blue resources (any type)
- 2 Carnivorous Plant
- 1 Councillor Matarr Makes Plans
- 2 Delaying Tactic
- 3 Electric Barrier
- 4 Stasis Field

**RED CARDS**

- 9 Red resources (any type)
- 1 Barrage
- 1 Barrage's ME Charge
- 1 Bomb 'N' Bash Unit
- 1 Barn Squad
- 1 Hemlock Gets His Hands Dirty
- 1 Panzer
- 1 Phalanx Hoses Them Down
- 1 Phalanx's Plasma Barrage
- 1 Rocket Platoon
- 3 Sniper Crew
- 2 Water Cannon Brigade

Lancers idling on the field and send in the Fenris. Your opponent must choose between damaging his or her 'Mechs by blocking the Fenris, or taking Stockpile damage from the Fenris in the hope of later killing a Lanner. In that case, use the Lanner to attack 'Mechs, and then use Single Combat. If you have a spare Lanner, lead big attacks with it and give everyone ECM.

—Chris McKitterick

**Resources (10)**

- 4 Assembly
- 7 Nutrients
- 8 Tactics
- 2 Black Market Connections
- 6 War Funds

**Milits (24)**

- 6 Fenris C.
- 6 Fenris Prime
- 6 Fenris B.
- 6 Black Lanner Prime

**Commands (6)**

- 1 Wolf High Command
- 5 Single Combat

**Endeavor (6)**

- 6 Solahms

## The World of Pokémon

- 30 POKÉMON CENTER—WHERE SICK DECKS GO TO GET FIXED UP
- 32 COOLDECKS—SOME FUN THEME DECKS YOU CAN MAKE
- 34 ASK PROFESSOR OAK—GOT A TOUGH QUESTION? ASK THE PROFESSOR!
- 38 POKÉMON PUZZLES—EXERCISE YOUR BRAIN

### POKÉMON CENTER

BY TOM WYLIE AND KEVIN ENDO

Sleep, Stall, and Hit 'Em Where It Hurts

# Asleep in the Grass

### The original Grass/Psychic deck

*"For the most part, the Psychic Pokémons are fine."*

#### POKÉMON (24)

- 2 Bulbasaur
- 1 Ivysaur
- 2 Ekans
- 4 Gastly
- 1 Haunter
- 1 Haunter (Fossil)
- 3 Jynx
- 2 Koffing
- 4 Weedle
- 2 Kakuna
- 1 Beedrill

#### TRAINERS (9)

- 1 Computer Search
- 3 Energy Retrieval
- 1 Mr. Fuji
- 2 Plus Power
- 1 Pokémon Trainer
- 1 Professor Oak

#### FUNNY (26)

- 16 Grass
- 12 Psychic



Using Pokémons of two different Energy types helps make sure your deck isn't weak against other decks. But you have to pick the right Pokémons in both Energy types. This month, Tom and Kevin take a Grass/Psychic deck into the Pokémon Center to heal it up for battle.

### Pokémon

**KEVIN:** The original deck uses 9 Psychic Pokémons and 14 Grass Pokémons. For the most part, the Psychic Pokémons are fine. **Jynx is a very good Basic Pokémon.** It has 70 HP and an attack that can do up to 20 damage for 1 Energy. Three is probably a good number to have in the deck.

Before the release of the *Fossil* set, I don't think I would have played Gastly and Haunter. However, the new **Gastly in Fossil is very interesting.** It has 50 HP instead of 30 HP and its Lick and Energy Conversion attacks are pretty good. I would probably still use the Base Set Haunter, though, because it has the potential to do 50 points of damage for only 2 Energy.

*Fossil* also brings the final Evolution Stage for Gastly and Haunter: Gengar. Gengar's Pokémon Power: Curse enables you to move your opponent's damage counters around. Plus, its attack can damage a Benched Pokémon. This can be a very powerful combination. **Gastly, Haunter, and Gengar are also good because they don't have any Weaknesses** and they all have a Resistance to Fighting Pokémons.

Personally, I try to stay away from Basic Pokémons that have 40 HP or fewer unless

there's a good reason. Eight of the Basic Grass Pokémons in this deck have 40 HP. In my opinion, only **Bulbasaur is worth keeping**—and only because it eventually evolves into Venusaur. So I would remove Weedle, Kakuna, Beedrill, and Ekans to add more Bulbasaurs, an Ivysaur, and a Venusaur.

Koffing is a decent Pokémon, but I think I would remove it for something more interesting like Exeggcute and Exeggutor. These two Grass Pokémons are cool because they have attacks that use Psychic Energy. Exeggcute works well with Haunter because it puts Defending Pokémons to Sleep. **Exeggutor needs a lot of Energy to work well.** So it works well with Gastly, which allows you to retrieve Energy cards from your discard pile.

**TONY:** I came up with a fairly similar list of Pokémons but for different reasons. I played with the Base Set Gastly and Haunter a bunch while making the "Zap!" theme deck. I'm here to say that **Haunter's Dream Eater attack is pretty terrible.** That 50 damage for 2 Energy looks impressive. But you can't use it unless the Defending Pokémon is Asleep. So first you have to put the Pokémon to Sleep. Then you have to hope your opponent fails on two coin flips to wake up that Pokémon. Plus, you have to hope your opponent doesn't use any of a bazillion ways to swap that Pokémon out of the arena. Yuck!

On the other hand, **Gastly and Haunter are great for stalling.** All versions of Gastly and the *Fossil* Haunter retreat for free and they can either Paralyze a Pokémon or put it to Sleep. The *Fossil* versions are even better at stalling.

The *Fossil* Gastly has more Hit Points and its Energy Conversion attack is more useful than Destiny Bond. Plus, the new Haunter ignores half of the attacks against it, and its Nightmare attack puts Pokémon to Sleep and does damage!

You can cycle Gastly and Haunter into and out of your Active slot and heal them with Pokémon Centers while you build up another evolved Pokémon. Or you can just stall for a while with Paralysis and Sleep. Plus, Haunter evolves into Gengar. **Gengar can move damage counters around while safely tucked away on your Bench.** That's just mean.

Of course, stalling doesn't do much good unless you're building something big. Grass has some great attacks that all work well here. But I'll go along with Kevin and use the Venusaur and Exeggutor Evolution Stages. **Venusaur's Solar Beam (60 damage) is amazing in its own right.** But at an average damage of 10 points per Energy attached to it, Exeggutor is "The Man" (or "The Coconut," or...whatever).

Pile some Double Colorless Energy on Exeggutor. Then use Venusaur's Pokémon Power: Energy Trans to put even more Energy on Exeggutor when the time is right. Now Exeggutor has an attack that will easily outperform Solar Beam. And if Exeggutor is on the ropes, you can Teleport it to your Bench and Energy Trans all that Grass Energy off it. Plus **Exeggute is a better Basic Pokémon than Bulbasaur.**

My final Pokémon mix is a lot like Kevin's, but I use *Fossil* Hauntings. **Jynx is a great slugger** when your deck just isn't working, but I'd swap one or two out for a Grass slugger like Pinsir. This will reduce the deck's reliance on Psychic energy.

## Energy

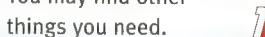
**KEVIN:** I would probably go with 24 Energy cards, using 11 Psychic Energy and 13 Grass Energy. This is somewhat low, but some of the Trainer cards will compensate for that.

**TOM:** We're downplaying the deck's use of Psychic Energy, so I would go with 9 Psychic, 13 Grass, and 2 Double Colorless for the Exeggutors and Pinsirs.

## Trainers

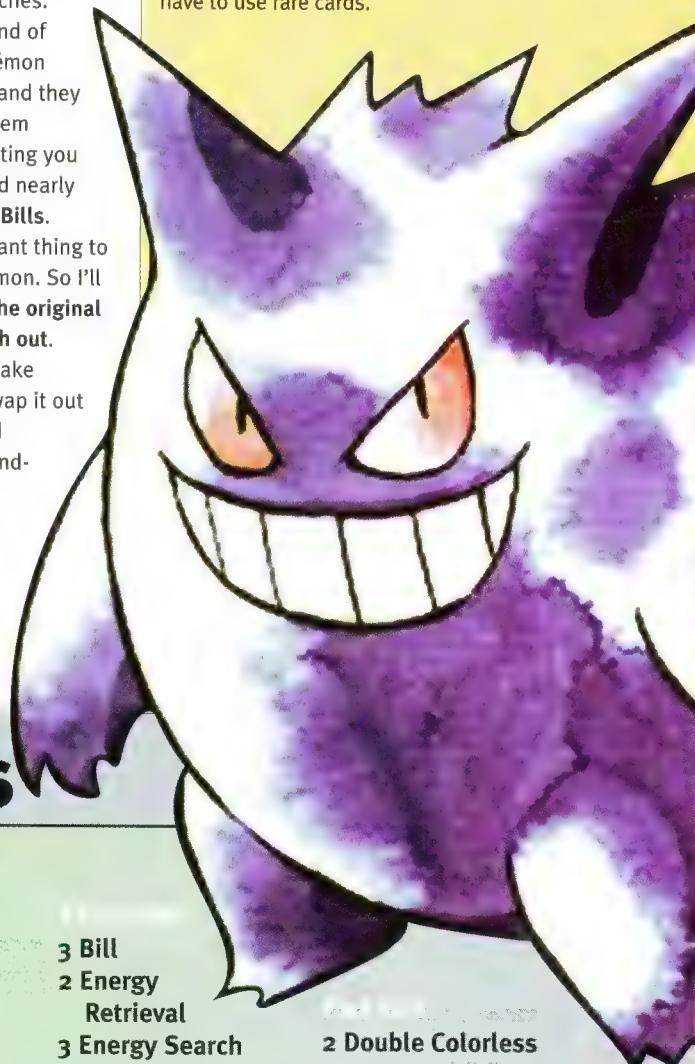
**KEVIN:** I used one fewer Pokémon and four fewer Energy cards, leaving room for 14 Trainer cards. I would keep 2 Energy Retrievals, 1 PlusPower, Professor Oak, and Computer Search. Then I would add 3 Energy Searches, 2 Pokémon Centers, 1 Item Finder, and 3 Bills. **The Pokémon attacks I have don't need a lot of Colorless Energy.** So I replaced some Energy cards with Energy Searches. These let you search for the kind of Energy you need. I added Pokémon Centers to give some healing, and they combine well with Venusaur. Item Finder gives you choices by letting you get Trainer cards you need. And nearly **every deck should have some Bills.**

**TOM:** By far the most important thing to search for in this deck is Pokémon. So I'll **keep Pokémon Breeder from the original deck but take Computer Search out.** This deck really isn't made to take advantage of PlusPower. So swap it out for Pokémon Breeder or a third Double Colorless Energy, depending on which slugger you use. Otherwise, I'll go with Kevin's list. You should always tinker with your Trainer cards after playing the deck, though. You may find other things you need.



## What If We Don't Have the Cards?

**W**hen your children want to make or improve their decks, they'll often find they don't have the right cards. That's okay. Make sure your kids understand that they can often substitute other Pokémon for the ones they really want. For example, Tom uses two Pinsirs from the Jungle set in his deck. These are rare Pokémon cards and may be hard to find. But if you look through your child's collection, you may find Tangela, a common Pokémon card from the Base Set. Tangela isn't quite as good as Pinsir, but it's very close. So you don't always have to use rare cards.



# The finished decks

### Kevin's Deck

POKÉMON		TRAINERS
4	Bulbasaur	3 Bill
2	Ivysaur	1 Computer Search
1	Venusaur	2 Energy Retrieval
3	Exeggutor	3 Energy Search
2	Exeggutors	1 Item Finder
4	Gastly ( <i>Fossil</i> )	1 PlusPower
2	Haunter	2 Pokémon Center
	(Base Set)	1 Professor Oak
1	Gengar	
3	Jynx	

### Tom's Deck

POKÉMON		TRAINERS
4	Bulbasaur	3 Bill
2	Ivysaur	2 Energy
1	Venusaur	Retrieval
3	Exeggutor	3 Energy Search
2	Exeggutors	1 Item Finder
	Pinsir	1 Pokémon Breeder
4	Gastly ( <i>Fossil</i> )	2 Pokémon Center
2	Haunter ( <i>Fossil</i> )	1 Professor Oak
1	Gengar	
1	Jynx	



# Mewtwo Strikes Back: The Decks

If you're a true **Pokémon** fan, by now you've probably seen *Pokémon: The First Movie*. Just in case you've missed it (and if you have missed it, what are you thinking? Go see it, now!), here's a brief recap:

In the movie, a bunch of scientists clone the **Pokémon** Mew, creating the powerful and smart Mewtwo. Mewtwo's not sure it likes the idea of being a copy of another **Pokémon**, so it sets off to prove copies are even better than the real thing. When Ash, Misty, Brock, and some other trainers show up on Mewtwo's island home, it uses dark Poké Balls to catch and clone their **Pokémon**. Near the end of the movie there's a big battle where Mewtwo and the cloned **Pokémon** fight Mew and the original **Pokémon**.

Too bad you couldn't be there to fight, huh?

Well, you can! Here are two *Pokémon: The First Movie* decks you can play. Both these decks are what we call "theme decks." Check out the sidebar called "What's a Theme Deck?" if you've never heard of a theme deck.

If you play the first deck, "The Originals," you're taking the side of Ash,

Mew, and the other original **Pokémon**. But if you play "The Clones" deck, then you get to pretend you're on the side of Mewtwo and the clones—who are just looking to prove they're at least as good as the originals.

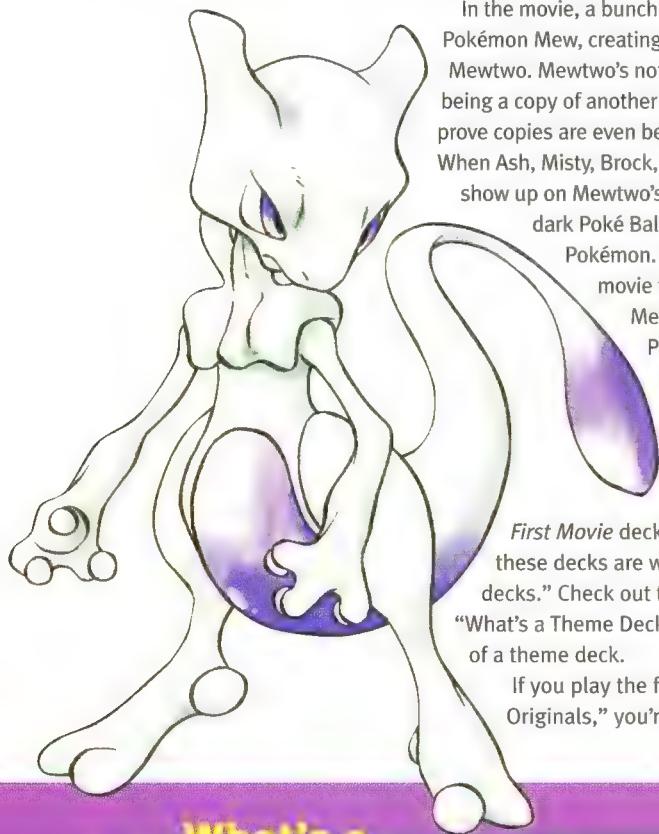
Because the big battle in the movie is a pretty straightforward **Pokémon** battle, both of these decks are fairly simple to play. They're both chock full of monsters, and those monsters are ready to battle!

Here's how to play the decks.

## "The Clones"

Led by Mewtwo, the clones in this deck are otherwise Fire or Grass. Mewtwo gets even more satisfaction from cloning the most powerful Evolution Stages of **Pokémon**, so this deck has two sets of **Pokémon** with Stage 2 Evolutions (Charizard and Venusaur). You can also use Mewtwo's Barrier attack to stall your opponent while you evolve your **Pokémon**.

Besides the 4 Energy Search, the Clones' Trainer cards help you draw cards to get to your evolved **Pokémon**. The deck also includes Gust of Wind to keep your opponent's weak or damaged **Pokémon** from hiding on the Bench where you can't get to them.



## What's a Theme Deck?

**A** lot of times when you build a deck, you look at different **Pokémon TCG** cards and try to find a great special ability. Then you make a deck that relies on that card. Or maybe you find two cards that really work well together and you build the deck around them. These kinds of decks are based around the different powers on the cards. Often, the most powerful decks are these kinds of decks.

But what if you want to make a deck based on Misty and her **Pokémon**...or about your favorite **Pokémon** animated T.V. episode? Well, that's great, too! It's often a lot of fun to play those kinds of decks.

When we build decks based on something like a movie or episode of the **Pokémon** show, or anything other than the powers on the cards, we usually call these "theme decks." Both of the decks in this article are theme decks because we picked the **Pokémon** to put in these decks based on the **Pokémon** who fight in *Pokémon: The First Movie*.

Not all the **Pokémon** in the movie are out on cards yet, so we couldn't use all of them. We wouldn't have enough room in the decks, anyway! But we used as many as we could. If you can't find all the cards you want to use for your theme deck, use your imagination. You want to make a Misty deck and you don't have all her **Pokémon**? Ask yourself what other **Pokémon** Misty might really like to have. She likes Water **Pokémon**, so you could probably find some different Water **Pokémon** to add to the deck.

Making theme decks can really make you part of the **Pokémon** world!

# Poker night



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# Mew Who?

You're a Pokémon fan. You know your Pokémon cards! But you don't remember seeing a Mew card anywhere! So what's it doing in "The Originals" deck? Well, in early 2000, Wizards of the Coast will be distributing Mew cards through the Pokémon Trading Card Game League! If you're interested in getting this special Pokémon card and meeting lots of other cool Pokémon fans, find the closest official

Pokémon TCG League and sign up! (For help, check out [www.wizards.com](http://www.wizards.com).)

If you don't have the Mew card yet, don't worry! You can use a Mewtwo card instead. After all, Mewtwo's a clone of Mew, right? Or you can pick another Pokémon to lead the originals. (Remember, that Pokémon should be a Lightning, Psychic, or Water Pokémon because that's the type of Energy in the Originals deck.)

## "The Originals"

"The Originals" deck uses mostly Water Pokémon with a few Lightning and Psychic for support. Although the only Stage 2 Evolution card in the deck is Blastoise, "The Originals" has two other sets of Pokémon with Stage 1 Evolutions. Try to evolve your Pokémon as quickly as possible. Use your Pokémon Trainer Trainer cards to help you quickly find the Basic or Evolution Pokémon you need.

## What If I Want to Change the Decks?

No problem! Remember, if you're missing any of the Pokémon cards in these decks, or you want to try something different, think back to some of the other Pokémon that were in the movie. For instance, there were a lot of Fighting Pokémon in *Pokémon: The First Movie*. You could take out one of the other Energy types in either "The Originals" or "The Clones" and put some Fighting Pokémon like Sandshrew, Sandslash, Hitmonlee, and Rhyhorn in their place.

So, what are you waiting for? Gather your Pokémon together, find a friend, and have fun in the world of *Pokémon: The First Movie*!

## Play with Your Kids

The Pokémon TCG could be the Go Fish or Old Maid of the new millennium. Like other games designed for young players, the Pokémon TCG helps children learn the importance of rules and gives them an incentive to improve their reading and math skills. All you need to do is learn the rules (which aren't really that difficult) and build two decks that are evenly matched against each other. The decks in this article would work well, or you could purchase two of the pre-packaged theme decks, which are designed that way. With decks and rules in hand, you can have a lot of fun playing a fun game with your kids.



### The Originals

#### POKÉMON (24)

- 3 Mew (Pokémon League)
- 1 Meowth (Jungle)
- 3 Pikachu (Jungle)
- 1 Squirtle (Base Set)
- 2 Wartortle (Base Set)
- 1 Blastoise (Base Set)
- 4 Staryu (Base Set)
- 2 Starmie (Base Set)
- 4 Psyduck (Fossil)
- 2 Golduck (Fossil)

#### TRAINERS (12)

- 3 Bill (Base Set)
- 4 Energy Search (Fossil)
- 2 Pokémon Trainer (Base Set)
- 1 Potion (Base Set)
- 2 Professor Oak (Base Set)
- 1 Super Potion (Base Set)

#### ENERGY (24)

- 6 Lightning Energy
- 6 Psychic Energy
- 12 Water Energy

### The Clones

#### POKÉMON (24)

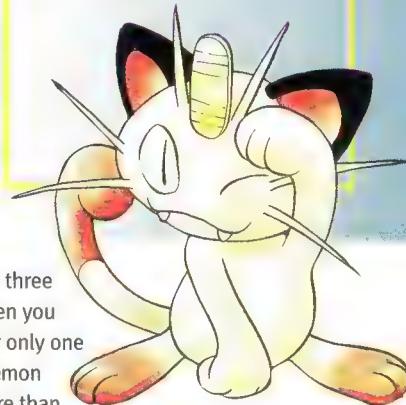
- 4 Bulbasaur (Base Set)
- 3 Ivysaur (Base Set)
- 1 Venusaur (Base Set)
- 4 Charmander (Base Set)
- 3 Charmeleon (Base Set)
- 1 Charizard (Base Set)
- 4 Growlithe (Base Set)
- 2 Meowth (Jungle)
- 2 Mewtwo (Base Set)

#### TRAINERS (12)

- 3 Bill (Base Set)
- 4 Energy Search (Fossil)
- 4 Gust of Wind (Base Set)
- 1 Professor Oak (Base Set)

#### ENERGY (24)

- 11 Fire Energy
- 8 Grass Energy
- 5 Psychic Energy



## Three-Color Decks

The Originals and Clones decks in this article use three "colors" (Energy types) in each deck. Usually when you build a Pokémon deck, you want to stick to using only one or two Energy types (not counting Colorless Pokémon because they can use any Energy). If you use more than two Energy types in a deck, you might have trouble finding the right kind of Energy to power up your Pokémon. So, why use three Energy types in these decks?

The main reason we're using three Energy types is that there are cool Pokémon of many Energy types in *Pokémon: The First Movie*. Mew and Mewtwo are both Psychic Pokémon, but most of the rest of the Pokémon in the movie are not. So both decks needed Psychic Energy. But it's not much fun to play two copies of the same deck against each other, so we split the Pokémon up, pretending the Pokémon with Mewtwo are the clones, and the Pokémon in the other deck are the originals.

The card that really lets us play three Energy types in these decks is a new Trainer card from the Fossil set called Energy Search. Energy Search enables you to get a basic Energy card from your deck and put it in your hand. So you can use Energy Search to get whatever type of Energy you need. Without Energy Search, you'd just have to hope you'd draw the right kind of Energy when you need it.

Teeuwynn is not a genetic engineer, although she plays one on television.

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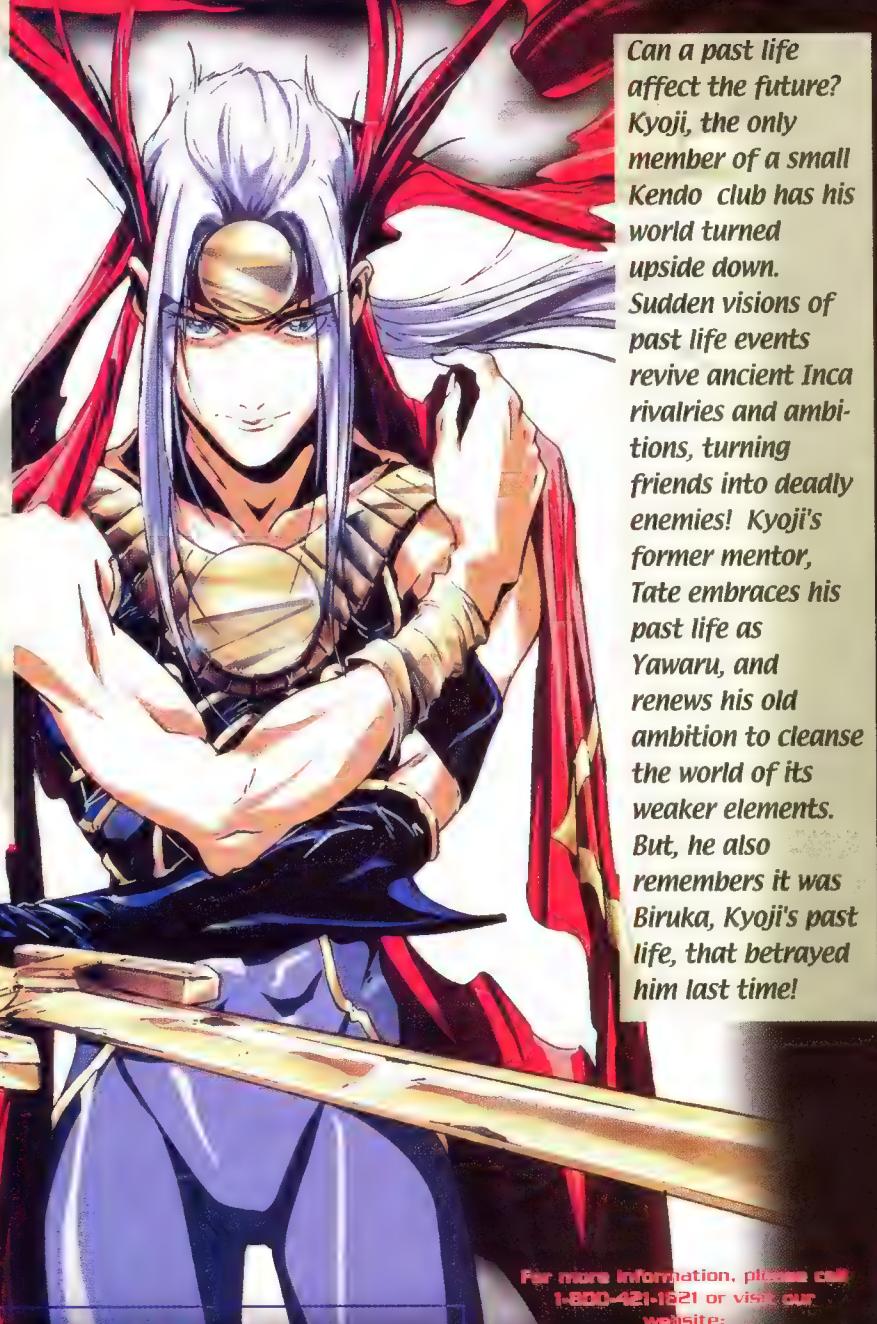
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# Digging into the Fossil Set

This month Professor Oak takes a break from his research to look at some questions about *Fossil*, the newest card set for the *Pokémon* TCG.

If you have questions for Professor Oak, send them in! Write to: "Ask Professor Oak, c/o TopDeck magazine, P.O. Box 707, Renton, WA 98055. Or email will@wizards.com and put "ASK OAK" in the subject line.

## Now, let's look at this month's questions!

### Questions about the Fossil Set

#### What's in the *Fossil* set?

There are 62 cards in the set: 15 holographic rare cards, 15 regular rare cards, 16 uncommon cards, and 16 common cards.

#### So is this all of the *Pokémon* now?

With *Fossil*, all of the 150 known *Pokémon* will be printed in card form. Of course, there are always rumors of other *Pokémon* still to be discovered! And there are many different cards still to come... variations of the existing *Pokémon*, new Trainer cards, and who knows what else!



#### Are the holographic *Pokémon* different than the rares?

The 15 holographic rares are the exact same cards as the regular rares except they are "shiny" (so those 15 cards come in two versions, just like in the *Jungle* set).

#### There was a Mew card in the Japanese version of the *Fossil* expansion. Is it in the English-language set?

No. After talking with the Japanese designers of the *Pokémon* trading card game, Wizards of the Coast decided that Mew was different from the other 150 *Pokémon* and should be treated specially. So Mew is going to be a special promotional *Pokémon* card, available only through the *Pokémon* Trading Card Game League.

### Questions about Specific Cards

#### What exactly does Ditto copy when it uses its *Pokémon* Power: Transform?

Ditto just copies whatever is written on the opponent's Active *Pokémon* card. So it won't copy damage, effects of attached Trainer cards, if that *Pokémon* is Poisoned, Confused, or anything like that, but it will copy Hit Points, attacks, *Pokémon* Powers, Weakness, and so on.



My Ditto is copying a Charizard (so that Ditto now has 120 HP) and it has 80 damage on it. Then my opponent retreats Charizard and makes Squirtle (which only has 40 HP) her new Active *Pokémon*. What happens to my Ditto?

Ditto becomes a copy of Squirtle and is immediately Knocked Out, because it has 40 HP and 80 damage.



Say I use Hypno's Prophecy attack to look at the top 3 cards of my opponent's deck. Can I put those cards anywhere—like on the bottom of my opponent's deck? Or on the top of my deck?

No, the cards have to stay where they were; only the order can change. Prophecy doesn't let you move the cards; it just lets you rearrange them.

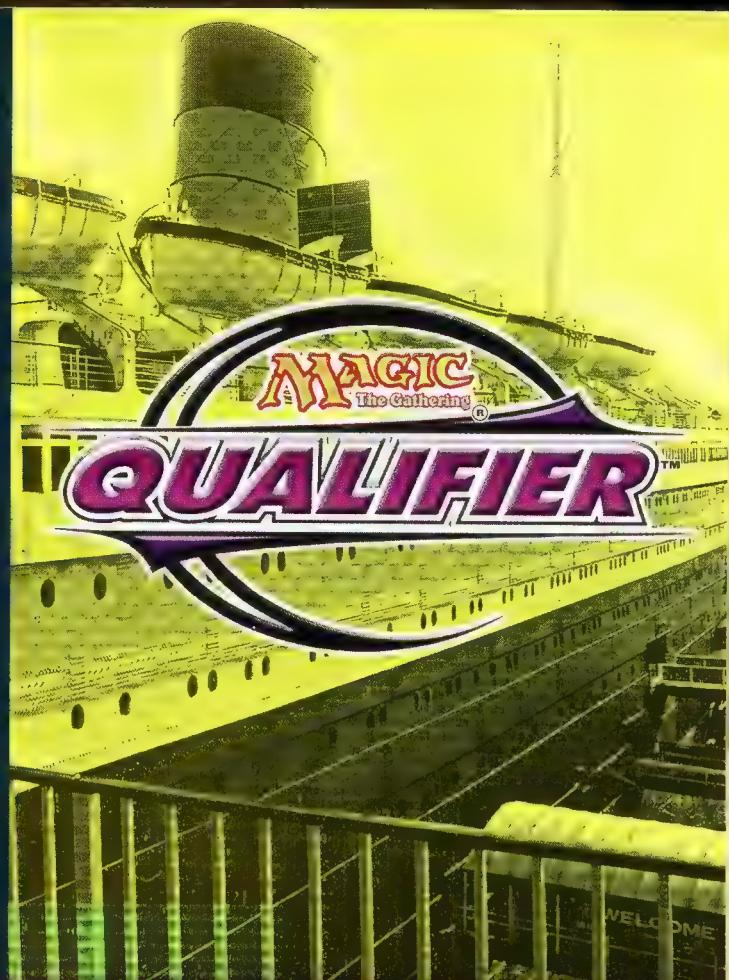
### Importance of Learning Rules



Learning rules is an important step in a child's development. Children have to follow rules in team (and individual) sports. They also have to follow rules in school and at home (unless you enjoy complete chaos in your house and school). *Pokémon* (and really any other leisure game) is a great, non-threatening way to help children understand this concept. So, learn the rules yourself and help your child play by the rules.

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## Jungle Set Card Questions

I'm Monkey's Partner. Does it look at me every time I attack? Then I play Scrap Metal on Monkey, and I play Safeguard. Can I do both again?

**Yes, you can.** If a Pokémon leaves play, it loses all memory of what might have happened to it before.

If I consistently use Tail Wag (which says "the Defending Pokémon can't attack" during your opponent's next turn) against Kangaskhan will that stop Kangaskhan from using Fetch ("Draw a card")?

**Yes, Tail Wag prevents Fetch** because Fetch is an attack. Any attack the Active Pokémon makes is an attack against the Defending Pokémon, even if that attack deals no damage. Anything written underneath the Pokémon's picture where attacks are listed is an attack unless it's a Pokémon Power.

## Base Set Card Question

Suppose Clefairy uses Mimesis to copy Chansey's Double-edge attack (which does no damage and has the text "Chansey does no damage to itself"). Does Dual Wield Clefairy do 80 damage to Chansey plus Chansey does 80 damage to itself, for a total of 160 damage to Chansey?

**No, Clefairy will do 80 damage to Chansey and Clefairy will do 80 damage to itself.** In general, if Pokémon A copies an attack from Pokémon B, any copies of Pokémon B's name in Pokémon B's attack should be replaced by Pokémon A's name. (Think of Pokémon A's name, when written on Pokémon A's card, as really being "this Pokémon.")

**What happens to my Benched Pokémon if I have Haunter as my Active Pokémon and my opponent attacks with the Jungle Pikachu's Spark attack (which does 20 damage to the Defending Pokémon and 10 damage to a Pokémon on the Bench)?**

Haunter's Pokémon Power: Transparency only prevents things done to Haunter. So the 20 damage to Haunter is prevented, but the 10 damage to a Benched Pokémon would still happen.



**At the end of a long match, I Selfdestruct Magneton. My opponent and I both take our last Prize cards. Who wins?**

Well, if one of you has a Benched Pokémon to replace your Active Pokémon and the other player doesn't, then **the person who can replace his or her Active Pokémon wins**. Otherwise, you play Sudden Death. This is explained in the Pokémon rules in the Expert Rules section under "What Happens If Both Players Win at the Same Time?"

**What happens if Arbok's Terror Strike attack does the last 10 points of damage to my Defending Pokémon? Do I choose a new Active Pokémon, then switch it out right away?**

No, **you do the damage**, switch the Pokémon, and then Knock Out the former Active Pokémon (which is now on the Bench). This is explained in the rulebook under "In What Order Do You Do Your Attack?" (Step F).



**Will Golbat (which has Weakness to Psychic) take 10 damage or 20 damage from Golduck's Psyshock attack (which is powered by Psychic Energy)?**

Golduck is a Water Pokémon, and Psyshock does 10 damage, so **Golbat will only take 10**. The fact that you need a Psychic Energy to pay the Energy cost for Psyshock doesn't matter; all that matters is what type of Pokémon Golduck is.



**If my Omanyte gets Knocked Out, can my opponent turn his hand over so I can't see it anymore? And what about new cards my opponent draws after Omanyte uses its Pokémon Power? Can I see them or not?**

Omanyte's Pokémon Power: Clairvoyance says "Your opponent must play with his or her hand face up," but like all Pokémon Powers, it's only in effect while the Pokémon is in play. So as soon as Omanyte gets Knocked Out, **your opponent can pick his or her hand back up**. While Omanyte is in play, though, any cards your opponent draws will get added to his or her hand, so they will be face up as well.



**If I get Mysterious Fossil in my opening hand, can I put it on my Bench before the game starts? Can I make it my Active Pokémon?**

**Yes.** (The same is true for Clefairy Doll.) Mysterious Fossil works just the same way as Clefairy Doll; the only difference is that Mysterious Fossil can evolve and Clefairy Doll cannot.

**Do I have to say I'm using Aerodactyl's Pokémon Power, or is it just "always on"?**

The card text doesn't say you have a choice, so **it's "always on."** Notice the card text says "This power stops working while Aerodactyl is Asleep, Confused, or Paralyzed"; cards where you have a choice usually say something like "This power can't be used if Gengar is Asleep, Confused, or Paralyzed." (Some of the cards printed earlier, like Machamp, Mr. Mime, or Snorlax, use the "can't be used" wording even though they are always on. You can still tell it's an "always on" Power, though, because the first part of the Power doesn't give you a choice as to whether or not you can use it.)



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# Fossil Find!

We know you can name that Pokémon! But do you know how many hit points it has? Look at the silhouettes below and see if you can answer the trivia questions. See page 126 for the answers.

**2** What card does this Pokémon evolve from?



**4** How many HP does this Pokémon have?



**5** Which of these Pokémon has a Smog attack?

**3** Which Pokémon can "Freeze Dry" another Pokémon?



## The Power of Trivia

**M**any parents don't understand the Pokémon phenomenon because they are too removed from all the trivia the animated series and the games have created. Trivia gives you some ownership in a game (think baseball) or in a television show (think *Star Trek*). It may seem silly to you that knowing Ash comes from Pallet Town is important to your children, but think about the interests you had as a child and the information you carried around (quick, who was the fifth Beatle?). If you know the trivia, you'll better understand the phenomenon and your kids will appreciate the effort (we have entire conversations in my house about which Pokémon is good against Cubone).



To get started on your trivia hunt, watch the show, and learn the character's names. Buy a poster that shows all 150 Pokémon and learn their names as well (your kids will love the poster). Learn how to read the Pokémon TCG cards so you understand Weakness and Resistance (it's basically rock-paper-scissors—water beats fire, fire beats grass, and grass beats water; plus lightning beats water, fighting beats lightning, and psychic beats grass). —Will McDermott

**6** Which of these Pokémon has a Weakness to Lightning Pokémon?



**7** Which one of these Pokémon has Resistance to Fighting Pokémon?



**8** Which one of these Pokémon is a Stage 2 Evolution?



by Teeuwynn

**1** What is the name of this Pokémon's strongest attack?





Lucas's Prizes



Lucas's Bench

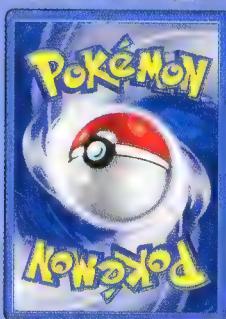
Lucas's Active Pokémon  
(Charmander with  
Chansey, Charmander,  
Electrode, Togepi,  
Fire, and Lightning  
Energy attachment)Your Active Pokémon  
(Charmander with  
Charmander,  
Charmander,  
Electrode, Togepi,  
Fire, and Lightning  
Energy attachment)

# Close Call

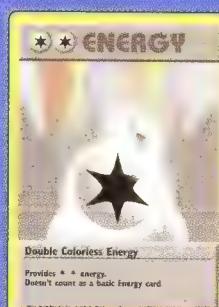
by Michael Mikaelian

You're playing your Explosive Energy deck against Lucas and his Grass Power deck. You managed to collect all but your last Prize, thanks to Lucas's Weakness to Fire Pokémon. Once he got Chansey up front, you were stalled. Lucas has been playing Maintenance and Mr. Fuji to keep himself in the game, so he has more than enough cards left in his deck to outlast you.

It's the beginning of your turn and you've just drawn your last card. How will you collect your last Prize this turn? Remember, you only lose the game if you can't draw a card at the beginning of your turn. See page 126 for the answer.

Your Prizes  
(2 remaining)

Your Bench



Your Hand

# Pokémon Mystery

by Daneen McDermott

The Pokédex can identify a Pokémon with just a little information. A good trainer should be able to do the same. Can you fill in the blanks of the **Pokémon TCG** card names to the right? The clues will tell you the type of **Pokémon** card (Water, Fire, Grass, Electric, Rock, or Trainer), the set it came from (Base Set, Jungle, or Fossil), the number of Hit Points it has, and/or what stage it is (Basic Pokémon, Stage 1, Stage 2). Don't forget the big clue at the beginning of each section. Answers on page 126.



## UNCOMMON CARDS

clue(s) answer

- 1 **Jungle** (5 letters)
- 2 **Stage 2** (7 letters)
- 3 **Basic Pokémon, Jungle** (6 letters)
- 4 **Fossil** (10 letters)
- 5 **Base Set** (8 letters)

## COMMON CARDS

clue(s) answer

- 6 **Jungle, 40 HP** (6 letters)
- 7 **•** (4 letters)
- 8 **Fossil** (9 letters)
- 9 **•** (10 letters)
- 10 **Fossil, 40 HP** (6 letters)

## RARE CARDS

clue(s) answer

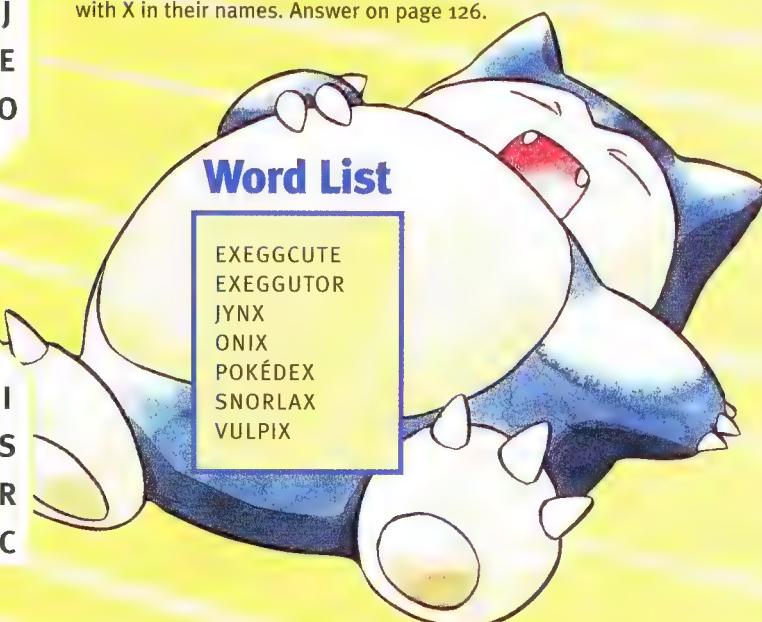
- 11 **•** (9 letters)
- 12 **•, Stage 2** (7 letters)
- 13 **Fossil** (10 letters)
- 14 **Trainer** (4 letters)
- 15 **•** (6 letters)

# X Marks the Spot

by Daneen McDermott

R	O	T	U		L	T	N	S				
S	I	X	S	N	E	L	X	I	J			
I	L	E	A	V	T	X	E	Y	E			
T	S	N	X	A	L	R	O	N	S	N	X	O
O	Y	E	E	T	O	N	Y	X	E	D		
J	T	U	G	N	I	G	E	S				
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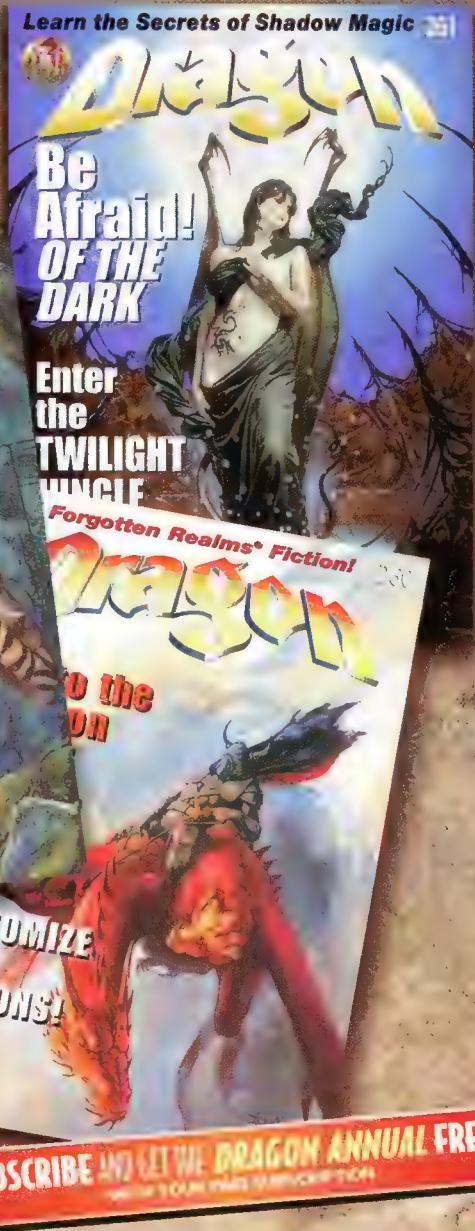
Only the most X-ceptional Pokémon Masters can X-amine this puzzle and X-tract the **Pokémon** cards with X in their names. Answer on page 126.



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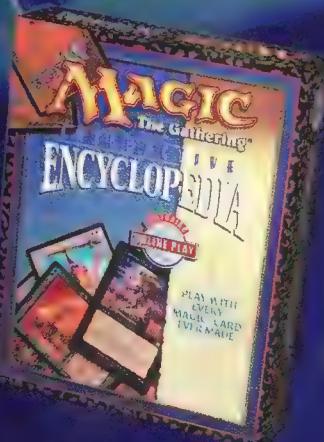
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## HOT IN THIS ISSUE!

THIS DECK'S A PILE  
POINT/COUNTERPOINT  
WAKE-UP CALL  
CONFESSIONS OF  
A COLLECTOR  
PUZZLES  
TOPDECK ORACLE

### WARNING!

The MagicZone is for serious Magic players only. Be warned, kids: The stuff in here will twist your spine, ruin your eyesight, and keep America from winning the war. Worse, it could get you grounded. Or us grounded. This section has all kinds of weird gamer jargon that sometimes barely resembles English.

MAGIC  
The Gathering

# MagicZone

### NOT

RULEBOOKS — What they're worth and how to get the most out of your rulebook collection.

GET THE MOST OUT OF GRANNY — Build the perfect Magic-playing grandma in 120 days or less.

WHY ISLANDS SUCK — Recent bannings clean up the Magic environment.

## PRO TOUR-LONDON

BY GARY WISE

# THE GOOD, THE BAD, AND THE UGLY!

For an entire year, Magic players have been drafting Urza block, refining their styles and strategies. Three hundred pros gathered in one of Europe's great cities to draft Urza block one last time before moving on to Mercadian Masques.

But Pro Tour players are human, and thus they err. Here, then, are the highs and lows of the Pro Tour held in the town that drinks warm beer.



When it comes to Pro Tour checks, size DOES matter!

### THE GOOD

Snubbed for the 2000 Magic: The Gathering Invitational, Kyle Rose (two-time 1999 Top 8 finisher and reigning U.S. Champ) ensured himself the first spot for the 2001 Invitational. Instead of thinking about what could have been, the gentle giant (called "Big Ern" by his friends), won the first singles event of the season and took the early lead in the Pro Tour Player of the Year race.

Kyle's victory, however, ended Thomas Preyer's bid to be the third consecutive rookie to win the PT season opener. Austria's Preyer finished a very respectable second after one of the most entertaining matches in Pro Tour history.

Preyer's quarterfinal opponent, Gunnar Refsdal of Germany, used an extraordinarily low-caliber batch of cards (including "power-houses" like Cloak of Mists, Metathran Soldier, and Plague Beetle), but fell just short of stealing the match from Preyer, losing 3-2.

### THE BAD

It's difficult to say goodbye, but Randy Buehler didn't have to. Buehler found out in London that he'd gotten a coveted job in Wizards of the Coast R&D (He gets to make Magic cards!) so he must give up his Pro Tour eligibility. Playing in his final tournament, Buehler finished at 4-3, and so wasn't around for Day 2 to say his goodbyes.

Randy wasn't the only player notably absent on Day 2. Going into London, Jon Finkel had made Top 8 in the last three limited tournaments and Casey McCarrel had joined Jon in the Top 8 last year at Chicago and New York. Neither of these London favorites made the second day.

### THE UGLY

The biggest game of the tourney pitted two-time Pro Tour Champion Tommi Hovi against World Champion Kai Budde. Desperate for some defense, Tommi dropped a fifth-turn Karn, Silver Golem. A



Our Top 4 Pro Tour players!  
(L to R) Mike Bregoli, Kyle Rose, Thomas Preyer, and Ben Rubin.

turn later, still feeling the heat, Tommi tapped five mana and played another Karn, only to have Kai point out to him that Karn is a Legendary Artifact.

"The funniest part of it," said Kai, who finished a spot behind Hovi (in 11th place), "Is that I passed both Karns to him, so I actually thought about the second when he played the first." Tommi might suggest that the funniest part could be that he beat Kai anyway.



U.S. National Champion Kyle Rose wasn't invited to the Magic: The Gathering Invitational. Guess Kyle laughs last.

# FIXING A DECK THAT SHOULD NOT BE!



**CHRIS** and **JON** humiliate another mercifully anonymous deck designer this month, telling the ugly truth about decks that Should Not Be. If you're a glutton for punishment, send your deck list to will@wizards.com. We'll send it on to **CHRIS** and **JON**, and they'll gleefully rip it apart. Now, on to this month's victim.

**CHRIS:** Blue/red control decks have been popular in competitive **Magic** since the *Mirage* block was printed.

**Magic** legends Olle Råde and Jon Finkel (my partner for this column) both played blue/red Counter-Hammer decks at the first major tournament that used *Mirage*. That was Pro Tour-Dallas, which I personally view as being the greatest Pro Tour event ever to take place.

But we've come a long way since, and not everyone can build decks like Olle Råde. The evidence? Just take a look at this month's pile.

### Even the name is a bad joke

**CHRIS:** Get it? Red and blue make purple? And you get to call your Morphlings "Barney," too! Jon, what do you think of this pile?

### This isn't a deck, it's a cry for help

**JON:** The basic idea behind blue/red control decks is to use the countermagic and card advantage of blue along with the efficient creature removal of red to deal with any problems an opposing deck might pose. After gaining control of the game, this style of deck uses a few, limited paths to achieve victory.

That's the theory, anyway. The primary problem with the deck we have before us is that **the deck designer chooses to avoid the best, most efficient card when a weak, inferior alternative will suffice.**

At least our designer gets a couple of things right. Shock is obviously the best red removal spell.

Counterspell is—again, obviously—the best permission spell. And no one will argue that Morphling is the best path to victory for almost any deck with blue. Our quote-unquote designer also identified Treachery as the best card to deal with creatures that are hard to kill with red removal. **Beyond those four cards, however, this guy had no clue.**

### Hand the guy a tissue, will ya?

**CHRIS:** Don't cry, deck guy—Jon is being a little harsh [*It bears mentioning that Chris and Jon have assumed that this deck designer is male, because everyone knows that women are too smart to come up with a deck like this.—Ed.*] Sure, this month's deckbuilder uses some suboptimal cards, but picking the optimal cards these days just isn't easy. Many traditional blue/red staples are no longer available in Standard. Shard Phoenix, Forbid, Nevinyrral's Disk, and Whispers of the Muse are all gone.

There are some pretty good replacements that this deck overlooks, though. Powder Keg is a pretty good Disk impersonator, and Hammer of Bogardan does a lot of the things Shard Phoenix does. I just had to reread the decklist to verify there really aren't any Hammers in the deck—they're a no-brainer.

I know that *Mercadian Masques* just came out, but I don't think that's the only reason **nobody ever played Counter-Cave-In.**

But enough mercy. Let Jon continue his rampage.

**This deck has so many lands that you can use all the nonbasic lands you like**

**CRAP**  
Mountain  
Land

**NOT EXACTLY CRAP**

Ghitu Encampment  
Land  
Ghitu Encampment comes into play tapped.  
• Add one red mana to your mana pool.  
• Ghitu Encampment becomes a 2/1 blue creature with first strike until end of turn.  
This creature still counts as a land.

**CRAP**  
Island  
Land

**NOT EXACTLY CRAP**

Faerie Conclave  
Land  
Faerie Conclave comes into play tapped.  
• Add one blue mana to your mana pool.  
• Faerie Conclave becomes a 2/1 blue creature with flying until end of turn.  
This creature still counts as a land.

## Ever heard of the six-mana Tremor?

**Jon:** The designer of this deck obviously thinks that there is no reason to use one card for a purpose when two will do. The deck has Pillage to deal with artifacts and Parch to deal with creatures, when it could simply include Powder Kegs to deal with both problems—as well as with the “creature” lands that would be the primary targets of Pillage.

The designer also decides to use Cave-In and Volcanic Wind (also known as the six-mana Tremor) instead of the cheaper, better Earthquake. I’m assuming he uses Cave-In to stick with the theme of using two lame cards to have the effect of one good one.

In a similar vein, this deck is full of cards that are useful as little as possible. Annul is a prime example. After all, why use versatile counterspells like Power

## Math isn't this guy's best subject

**Jon:** I’m sure that after the designer finished putting the cards in this deck, he realized that there was room for 26 lands. So our designer decided on 13 each of islands and mountains by the scientific method of dividing 26 by 2.

I think a more reasonable system would be to use useful, multifaceted lands like Faerie Conclave, Githu Encampment, and Dust Bowl. Then, realizing that there are more blue spells than red spells, make the odd extra land into an island.

**CHRIS:** One nice thing about this



Volcanic Wind basically SUCKS the creatures to death.

## This deck is full of cards that are useful as little as possible.

**CRAP**  
Volcanic Wind  
Sorcery  
Volcanic Wind deals X damage divided as you choose among any number of target creatures, where X is the number of creatures in play.

**NOT EXACTLY CRAP**  
Tremor  
Sorcery  
Tremor deals 1 damage to each creature without flying.

**CRAP**  
Annul  
Interrupt  
Counter target artifact or enchantment spell.

**NOT EXACTLY CRAP**  
Power Sink  
Interrupt  
Counter target spell unless its caster pays an additional . If he or she does not, tap all mana-producing lands that target controls and remove all mana from his or her mana pool.

**CRAP**  
Cave-In  
Sorcery  
You may remove a red card in your hand from the game instead of paying Cave-In's mana cost.  
Cave-In deals 2 damage to each creature and each player.

**NOT EXACTLY CRAP**  
Earthquake  
Sorcery  
Earthquake deals X damage to each creature without flying and each player.

**NOTABLE ADDITION**  
Hammer of Bogardan  
Artifact  
Hammer of Bogardan deals 3 damage to target creature or player.  
Return Hammer of Bogardan to your hand. Play this ability only during your upkeep and only if Hammer of Bogardan is in your graveyard.

**NOTABLE ADDITION**  
Powder Keg  
Artifact  
At the beginning of your upkeep, you may put a fuse counter on Powder Keg.  
Sacrifice Powder Keg: Destroy each artifact and creature with converted mana cost equal to the number of fuse counters on Powder Keg.

Sink and Miscalculation when you can use counter-spells that are useful as often as 50 percent of the time?

## Volcanic Wind is embarrassing in many ways

**CHRIS:** Once again, maybe Jon’s being too harsh. But Jon correctly identified Volcanic Wind as the six-mana Tremor, so I respect that. I actually think Volcanic Wind is a pretty big error because there are so many cooler Volcanic cards that fit right into the six-mana slot.

Playing Volcanic Wind is like “breaking wind”—nobody really takes much damage (including the creatures in play), and the whole scenario is rather embarrassing.

Earthquake is just a better card than Cave-In, and I think the replacement is fairly obvious. The “good” counterspells we’re putting in instead of those ugly Annuls and Rewinds are Power Sinks and Miscalculations—and that little fact says quite a bit about the quality of permission spells available in the new environment. Forbid, Dismiss, and Dissipate would all fit in quite nicely. Now back to you, Jon—let’s chat about lands.

Chris Pikula knows that too many Powder Kegs will have you leaning over the Power Sink with a nasty case of Volcanic Wind.

deck is that you play so many lands that you can pretty much use all the nonbasic lands you like. You aren’t really hurt by eight “creature” lands that come into play tapped when you have 20 lands that come into play untapped.

This deck loves mana, so the 28 lands are certainly going to see use. Hammer, Stroke, Power Sink, and even Morphling all need a bunch of mana to be used well. I certainly wouldn’t feel bad about playing another land or two in this deck, but I think 28 will be fine.

## There's only so much we can do

**CHRIS:** This deck certainly doesn’t look as good as some of its predecessors. It lacks the Forbid-lock component, it doesn’t have low-mana cantrips or search cards like Impulse, and it can’t deal with enchantments at all. Worship is bad news. I’m also a little worried about the effect of Dust Bowl on Standard; Dust Bowl wars sound pretty wacky to me.

Overall, this deck is decent but not great. It’s certainly an improvement over what we started with, but I think blue/white is going to retake the crown as the color combination for control in Standard. Hammering is best left to the Goblins.

## Check out our final deck.

After some final touches, our decklist looks like this:

## The New “Don’t Call Me Barney”

### ARTIFACTS (4)

4 Powder Keg

### CREATURES (3)

3 Morphling

### SPELLS (25)

4 Counterspell

3 Earthquake

3 Hammer of Bogardan

3 Miscalculation

3 Power Sink

4 Shock

3 Stroke of Genius

2 Treachery

### LANDS (28)

3 Dust Bowl

4 Faerie Conclave

4 Githu Encampment

9 Island

8 Mountain

Meanwhile, Jon Finkel continues his mad research into the seamy underbelly of the hair dye community, but has yet to find the elusive plaid.

# WHICH IS BETTER— CONSTRUCTED OR LIMITED?

Once you get serious about this game we call **Magic**, you need to learn more than just the rules of the game. You need to learn the “tournament” rules of the game.

**There are two basic types of tournaments: Limited and Constructed.**

In Limited tournaments, you build a deck on the spot from a small pool of cards supplied by the tournament organizer. In Constructed tournaments, you bring a deck made from your own (usually enormous) collection of cards, but have to follow specific tournament guidelines. As you will see, there is some debate as to which of these formats is the better test of skill.

## LIMITED relies too much on luck

**RANDY:** When you first start to play **Magic**, there isn't a lot of difference between Limited and Constructed. You only have a small number of cards anyway, so your Constructed decks are really just good sealed decks.

I remember what happened to me at that point in my **Magic** career—my roommate and I engaged in an arms race. Whenever he would buy cards, I had to buy cards too or risk falling behind. I knew that if Jason had more cards than I did, he might start winning more games than he lost. When not everyone has equal access to quality cards, Constructed is a test of who has deeper pockets rather than a test of skill.

Playing Limited puts everyone on equal ground—in theory, anyway. If everyone opens one tournament pack and two booster packs, then everyone has access to the same number and rarity of cards. The problem is that you might open a Junk Diver or Metalworker while your opponent

opens a Masticore or Thran Golem.

Most packs are close enough in quality that sealed-deck play is usually fun and interesting, but I find that when two really good players face off, the winner is usually determined by who opened better cards and not by who did a better job building his or her deck. **There isn't any skill involved in opening packs!** If you are a lot better than your opponent, you'll usually win even when he or she has better cards than you do, but if you and your opponent are of similar skill levels, then skill isn't always as relevant as luck.

Booster draft is supposed to solve this problem. It takes a lot of skill to decide which cards (and which colors) to draft and which to pass. The problem is that booster draft still suffers from the problem of “bombs”—really powerful cards that can decide games single-handedly. It doesn't take a lot of skill to figure out that if you open a Masticore, you should draft it. There's actually a pattern built into all Masticore packs: it always comes with 14 cards you don't care about!

## ELEMENTARY, WATSON!

Early in a draft, PAY CLOSE ATTENTION to what the players on either side of you are drafting. In Rochester draft, this is easy to determine. In booster draft, you can deduce what those players are drafting by watching which good cards your partners pass to your neighbors and which good cards they pass to you. Be aware of what your neighboring players are drafting and consider whether it's worthwhile to fight with them over a color. Sometimes it might be wise to pick another color instead. This is especially true if the draft includes only one set with strong cards in a certain color and a player is set up to cut off those cards from you.

## SET UP YOUR EARLY WARNING SYSTEM.

Pay special attention to GAMEBREAKING CARDS you can play around. For instance, if you pass an Acidic Soil to the player on your left, remember it. If you happen to play that player and he or she is playing Acidic Soil and you found yourself holding several in your hand, you really need to play something else. Remembering the powerful cards you've seen can be a real help in figuring out how to beat them. Knowing that an opponent took a powerful enchantment or artifact for his or her deck can enable you to sideboard properly, even if the card didn't show up in game one.

TIPS



How skill-testing is that? Booster draft is a lot more skill-based than sealed-deck play, but it still doesn't put everyone on a level playing field.

## Given equal players, **CONSTRUCTED** has just as much luck

**DAVID:** Randy's assertion is basically correct. If two players of equal skill play each other in sealed deck, the results are often determined by luck. This has to do with which power cards a player opens and which cards are drawn, and sometimes the results can rest on that first coin flip or roll of the die.

Does this make Limited a less skill-based format? Absolutely not. The key phrase here is "similar skill levels." If two players of equal skill played in a purely skill-based game, it should end in a draw every time. The random element is part of *Magic*, and luck often causes one of the two equally skilled players to win and one to lose.

For instance, if two Constructed players of similar skill levels play a match, who wins is rarely determined by skill either. It's largely determined by the quality of draws and, to some extent, by the relative strengths of the decks against each other. Die rolls and random draws aside, say two players of equal skill play each other in a Constructed event. If they both play equally well and one wins, does this mean that one player built a better deck than the other one? Probably not. The player who loses can have an amazing deck against the field, but the other player happens to be playing the one deck that is a very difficult match-up for it.

The best way to determine which environment is a better test of skill is not by

examining two similarly skilled players, but by examining two players of different skill levels. If two *Magic* players meet in a sealed-deck tournament and one player is more skilled than the other, the better player will win far more often than not.

Certainly there is randomness in Limited, as in all types of *Magic*, but the most important aspect of Limited environments is that there are no shortcuts. Players must draft their own cards, build their own decks, and play their own matches. All three of these steps require a large amount of skill and practice, and there is no way around it.

In Constructed environments, you can take shortcuts. You can have a friend build a deck or get a deck off the Internet. All a player needs to know is how to play well in order to succeed at Constructed; deckbuilding is no longer necessary if one has a good grasp of the Internet or has a solid network of deckbuilding buddies.

## BUT WHAT ABOUT skill levels that are similar, not equal?

**RANDY:** If two players are identically skilled then yes, fine—winning would be random. One thing I look for in a good format, though, is the ability to differentiate between players of similar but not identical skill level. Sealed deck just doesn't do that. Let's say two players face off who have DCI ratings of 1875 and 1775 respectively. Further assume that those ratings are fairly accurate measures of their abilities. I think the winner is going to be the one who opens better cards.

► continued on next page

## DON'T SCREW YOURSELF.

The biggest mistake I see new Limited players make in sealed deck is that they don't use the proper amount of lands. **LANDS ARE THE MOST IMPORTANT PART OF A SEALED DECK;** if you don't have the right mana on the board, you aren't going to win no matter how good your cards are. It's difficult to make hard and fast rules for this, but it's generally a good idea to play with at least 16 lands in a 40-card deck, with 17 lands being a much more comfortable number. Pay attention to how many cards in your deck require two of a given mana color, because you'll find these to be much harder to play than those requiring only one of a color.

## BE A FRIEND TO THE ENVIRONMENT.

**PRACTICE, PRACTICE, PRACTICE.** Every Limited environment has its nuances, and it takes a great deal of practice to determine the strengths of the various cards, colors, and color combinations. In addition to different sets, there are significant differences among sealed deck, booster draft, and Rochester draft formats. In the end, the only way to master a format is to keep on playing.

—David Price

## Starter Terms

# LIMITED FORMATS revealed

**There are two basic types of Limited formats:**

**DRAFT**—Players take turns choosing cards from a common pool of cards (usually from a set of boosters). These choices can either be hidden (Booster draft) or seen by all players at the table (Rochester draft). Eventually all players will build 40-card decks from the cards they "draft." (adding lands as needed).

**SEALED**—Players receive a tournament deck and a couple of booster packs, sort the cards, and construct a 40-card deck. The remaining cards become the sideboard, and can be substituted into the deck between games. Players generally receive a small number of additional basic lands from the tournament organizer.

## CONSTRUCTED FORMATS revealed

One basic rule of Constructed formats is that players may not use more than four copies of any one card (and no more than one copy of a "restricted" card). Several popular types of Constructed formats restrict what cards you can use to a varying degree.

### VINTAGE FORMATS

**TYPE 1**—Any *Magic* card ever printed (with very few exceptions).

**TYPE 1.5**—Any *Magic* card, but cards on the Classic format restricted list are banned (cannot be used).

**EXTENDED**—Any *Magic* card printed in a limited edition card set after the *Fallen Empires* expansion (*Homelands* and forward) and any basic set after *Fourth Edition* (*Fifth Edition* and forward). However, the ten cards, commonly called "dual lands," are allowed in the Extended format (*Badlands*, *Bayou*, *Plateau*, *Savannah*, *Scrubland*, *Taiga*, *Tropical Island*, *Tundra*, *Underground Sea*, and *Volcanic Island*). This format also has a list of banned and restricted cards.

**STANDARD**—Only *Magic* cards from the current base set, the current block of limited expansions, and the previous block of limited expansions may be used. With the release of Mercadian Masques, Standard now consists of the *Masques* set plus the *Classic* (*Sixth Edition*) base set, and the Urza Block sets (*Urza's Saga*, *Urza's Legacy*, and *Urza's Destiny*). Standard also has a banned cards list. (See the Banned & Restricted list on page 92 for this list.)

## GETTING involved

The best way to get involved in *Magic* tournaments is to find a small local game shop that holds weekly or monthly tournaments. Check the retailer locator at [www.wizards.com/locator](http://www.wizards.com/locator) for a game shop near you or ask at the shop where you buy cards. If your local shop doesn't run tournaments ask around at school. Your classmates may go to tournaments at another store. Many colleges even have *Magic: The Gathering* clubs that meet weekly, go to tournaments together, and even hold tournaments of their own.

The only format that actually does put everyone on a level playing field is Constructed. For the rest of this article, I'm going to assume that Constructed players have access to all the cards that are legal. That's when Constructed gets really interesting. Most tournament players have

## Deckbuilding is no longer a necessary skill in Constructed.

enough friends who play and will lend them cards that this isn't a bad approximation, anyway. Also, once you decide you like a deck, it's usually not that hard to buy or trade for all the cards you need for that particular deck. Assuming everyone has access to all the cards means everyone really is on a level playing field. You and your opponent built your decks from exactly the same mix of cards and therefore a huge amount of the randomness found in Limited formats has been removed from the game.

The most common complaint I hear about Constructed is that it all boils down to match-ups because everyone just copies a deck off the Internet. It's certainly true that lots of good decks find their way to the Internet, where any random player can copy them. It's also true that some deck match-ups are lopsided (meaning that when deck A and deck B square off, deck B will usually win). I also know that it was easier to be consistently successful in Constructed tournaments back before everyone could find a good deck on the Internet.

Before the "Dojo effect" (named after the popular **Magic** Internet site, of which Dave's a former editor), players had to decide themselves which cards to put into a deck. Nowadays, you don't get as many wins just because your opponent didn't know how to build a deck. However, this by no means removes all the skill from Constructed.

First of all, there are a lot of decks posted to the Internet, and everyone who wants to copy a deck still has to decide which one to copy. With so many decks to choose from, it takes skill to understand the environment well enough to make an intelligent decision.

one would ever do consistently well in Constructed tournaments.

And Constructed rewards you for innovation. If you come up with a good idea or a new strategy, you'll definitely gain an advantage. Of course, your edge will wear off as word of your new deck spreads, but the more you practice, the more new deck technology you can discover.

### IN LIMITED, you've got to know when to hold 'em

**DAVID:** Certainly skill is involved in playing a Constructed deck. Part of the skill in playing **Magic** is calculating odds on the spot and predicting which cards your opponent may have. If I play a certain Constructed deck—like mono-red beatdown—a hundred or a thousand times, the play decisions become a great deal easier. This isn't because I've become a master of math or **Magic**, but because I've learned through repetition. If you face a certain situation often enough, you learn through trial and error which plays will result in winning and which will result in losing.

In addition, it's often very easy to predict which cards are in an opponent's deck because there are often very few viable archetypes in a given format, and I've seen them all in magazines or on the Internet.

In Limited, on the other hand, a player is forced to play with cards that normally wouldn't make the cut in a Constructed deck. Because of the variety of cards involved, it takes a greater amount of thought to determine the right play. One has to be able to do the math. In addition, if I want to predict which cards are in an opponent's deck, I have to remember which cards they took in the Rochester draft or which cards I passed in the booster draft. This skill is absent in Constructed.

### YOUR IDEAS PAY OFF in Constructed, not Limited

**RANDY:** Secondly, there's a lot of skill involved in playing a Constructed deck. I've been saying for years that the common lament about "rock, paper, scissors" metagames is little more than a cop-out. Sure, every deck has its good match-ups and its bad match-ups, but if that's all there was to Constructed, then no

think is good. With this information, you'll be able to make a more intelligent deck choice because you've already figured out what the rest of the field will probably play. During play, you'll know what to expect for the rest of a match as soon as you identify which deck your opponent is playing.

Two good places to find decklists and tournament reports are [www.thedojo.com](http://www.thedojo.com) and [www.newwave.org](http://www.newwave.org).

# Constructed TIPS

### DO YOUR HOMEWORK!

**FIGURE OUT AHEAD OF TIME WHAT THE POPULAR DECKS ARE.** When I'm getting ready for a Pro Tour, I usually build at least 15 different decks so I can try them all out and learn how they work. I find these decks by thinking about the last tournament that had a similar format, scouring the Internet for tournament reports, and talking to other players about what they

# Top 5 Mercadian Masques Cards

## FOR LIMITED

**Two-Headed Dragon.** This guy is crazy! Not only do you get a huge firebreathing flier, not only do you get the joy of playing with a dragon, not only can it block two different creatures if you need it to, but opponents can't even block it unless they have two fliers of their own! It's that last ability that makes Two-Headed Dragon almost impossible to deal with. And opponents don't have much time because it usually only takes two attacks to deal 20 damage.

**Thrashing Wumpus.** Remember how good Pestilence was in *Urza's Saga*? For one more mana, this guy is Pestilence plus a 3/3 creature, plus it doesn't go away when you kill all the other creatures!

**Volcanic Winds.** Think about how many games go like this: you play some 2/2 creatures and your opponent plays some 2/2 creatures and neither of you really wants to attack because the other player can block and kill more of your guys than he or she loses. Volcanic Winds is a one-way Wrath of God for those situations. And it's almost always going to kill at least three of your opponent's creatures!

**Ballista Squad/Cinder Elemental** (in a tie). Both of these are 2/2 creatures for four mana that have amazing special abilities. Cinder Elemental can single-handedly finish off your opponent while Ballista Squad makes it damn hard for him or her to attack or block. Keep in mind that the Ballista Squad is a Rebel, so any "recruiters" that can get four-mana rebels become "broken" when you have a Ballista Squad.

**Ramorian Lieutenant.** The Lieutenant looks pretty weak. Face it, the Lieutenant is just a 1/2 for two mana. But don't think of it as a Squire. Instead, think about all the juicy one, two, and three cost Rebels it can recruit. Both of the 2/1 pro-color fliers are common Rebels. So are the white Grizzly Bear (Fresh Volunteers) and the Steadfast Guard (a 2/2 Rebel that doesn't tap to attack). If you pick up a Lieutenant early and then force white, the draft should go very well for you.

# Top 5 Cards

## FOR STANDARD

**Masticore.** There are very few decks that can't use Masticore. It can single-handedly destroy creature decks and it's also a hard-hitting damage source that's awfully hard to deal with.

**Gaea's Cradle.** When you mix Gaea's Cradle and small creatures, the result can be explosive. The Cradle lets green creature decks overwhelm their opponents before the game really has time to get started. The Cradle also has the potential to fuel combo decks that generate creatures as part of their engine.

**Replenish.** Speaking of combo decks, Replenish is the king right now. When you put the right cards around it to set it up (Attunement, Frantic Search, Opalescence, and a bunch of enchantments), Replenish is the most powerful single effect available in Standard right now.

**Rancor.** Green weenie swarm decks simply don't lose when they draw two of this card. Even one is usually enough to make an average draw into an outstanding draw. It's so cheap and it makes all your weenies hit so hard that even decks that are supposed to be good against Stompy often can't set up their defenses fast enough.

**Squee, Goblin Nobob.** Squee is probably the best constructed card in *Mercadian Masques*. He's somewhat subtle, but potentially very powerful, and it may take a while before everyone figures out the best way to use him. He makes Masticore even better and don't be surprised to see people use him with a variety of spellshapers.

## IN CONSTRUCTED, Your Hard Work Pays Off

**RANDY:** I'm not saying that the best player is always going to win in Constructed. Random shuffling is an inherent part of **Magic** and there's no format where the better player always wins. I do think that Constructed is a more skill-testing format than booster draft. Unlike booster draft, no player can have access to better cards than another player. It's possible for a player to get easier match-ups than another, but that happens in Limited, too.

Besides, I think most people who complain that Constructed is all about the pairings just haven't done their homework. Playtest enough and you can usually find a new twist or a sideboard card that can swing that bad match-up. Booster draft does require better deckbuilding skills than Constructed these days, but in my mind that doesn't outweigh the inequities inherent in unopened packs of **Magic** cards.

I think it's harder to do consistently well at Constructed than it is at Limited, but at least in Constructed you never have all your hard work and preparation negated because you opened lousy packs or someone next to you drafted randomly. In Constructed play, nothing ever happens that you couldn't have anticipated and prepared for. Constructed is no longer the ultimate test of deckbuilding skills that it once was, but it still requires a great deal of skill and preparation if you want to succeed.

## LIMITED REQUIRES a broader skill set

**DAVID:** Just as in Constructed, a person must play well and prepare well in order to succeed in Limited. Preparation is just as important in Limited play as it is in Constructed. Even the seemingly slight change from using two *Urza's Saga* boost-

ers and one *Urza's Legacy* booster to using one booster each of *Urza's Saga*, *Urza's Legacy*, and *Urza's Destiny* means spending many more hours learning the new environment. There are many nuances to sealed and draft formats that determine which color combinations are best, which colors are strongest, and which cards are the bombs.

For instance, while it may seem that a 2/1 creature with flying and first strike is just plain better than a vanilla 2/2 creature with flying, this may not be true in an environment that contains many ways to deal 1 damage or reduce toughness by one. It takes a great deal of practice to determine such things; inevitably, practice pays off.

The big difference between Limited and Constructed is that, aside from play skill and practice, there are a number of other skills that are necessary to succeed in Limited. One skill is deckbuilding; another is remembering key cards passed to or drafted by your opponents. These additional skills make Limited a greater test of a player's abilities. And, just as certain **Magic** players have done consistently well in Constructed, others, like Steven O'Mahoney-Schwartz, have excelled in Limited. If Limited wasn't a good test of skill, then such amazing drafters wouldn't continue to win again and again.

Randy Buehler is the newest member of Wizards of the Coast's TCG Research & Development department, and Dave Price isn't.

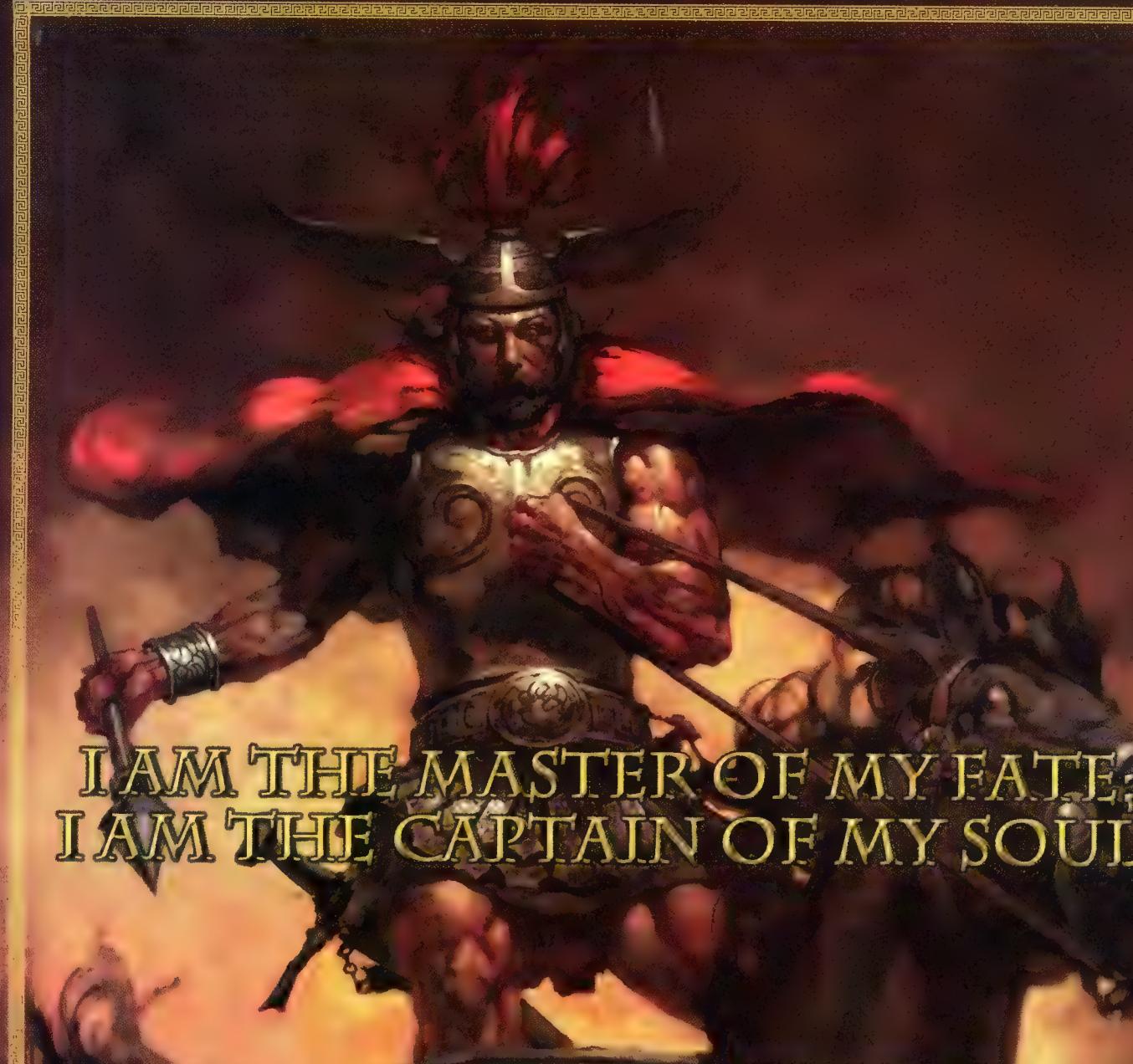
David Price doesn't think being in Wizards of the Coast's TCG Research & Development department is so big. Not if you're the King of Beatdown.

## SURPRISE THEM WITH CREATIVITY!

You can do well at the local level and maybe even win a Pro Tour Qualifier merely by copying other people's decks. However, if you want to do well at the Pro Tour, you (or your circle of playtest partners) are going to have to **COME UP WITH SOMETHING ORIGINAL**. Constructed Pro Tours always use formats that have **never been used** for previous major tournaments, and

no Pro Tour has ever been won by a mere rehash of a deck that was already well known. While you're first learning to build decks, go ahead and copy decks off the Internet. They'll probably be better than anything you can build yourself, and they'll help you learn what makes a good deck. However, this **should be a step** along the way as you become a complete **Magic** player, not the end of the process.

—Randy Buehler



I AM THE MASTER OF MY FATE,  
I AM THE CAPTAIN OF MY SOUL.

CAUGHT IN A BITTER FEUD BETWEEN SPITEFUL GODS, YOU FIGHT FOR MORE THAN YOUR LIFE. ENLIST HERCULES, ACHILLES, ELECTRA, AND THE MIGHTIEST OF HEROES IN YOUR EPIC STRUGGLE FOR AN ETERNAL SEAT ATOP OLYMPUS.

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# INVICTUS™

## IN THE SHADOW OF OLYMPUS



IN THE FELL CLUTCH  
OF CIRCUMSTANCE



UNDER THE  
BLUDGEONINGS  
OF CHANCE



MY HEAD IS BLOODY,  
BUT UNBOWED.

[WWW.INTERPLAY.COM/INVICTUS](http://WWW.INTERPLAY.COM/INVICTUS)

I stop by the Down-Home Deli on my way home. I need to write my column tonight, and that means I need brain food. Or in this case, caffeine and sugar, also known as Sobe "Energy." Three hundred and thirty calories of hyper-inspiration for me.

I get to the counter and I notice some rather odd impulse items displayed in front of the register.

# EVERYONE COLLECTS

## Sardines? As an impulse buy?

I remember I used to eat sardines like candy when I was a kid. Today they have a little basket of sardines for sale, 50 cents a tin and covered with dust. What could be more appealing than really old inventory?

"Hmm—should I get the sardines in tomato sauce, mustard, or just plain water?" I pondered out loud.

"Hey, for 50 cents, get them all," the clerk tells me. "Collect all three for the low, low price of a buck fifty."

Collecting sardines. That'd be something new. No, wait—now that I think about it, I'm sure someone somewhere has a massive collection.

## Collectibles—they're everywhere!

Dinner with my folks went well. We had a bunch of pizzas and watched *October Sky*. It's a very inspirational film, but I kept getting distracted by all the collectibles all over the house.

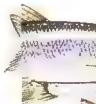
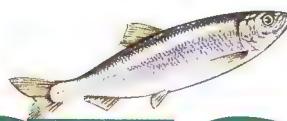
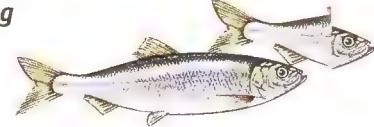
Granted, it's not as bad as my neighbor's house. That place looks like an avalanche of ceramic donkeys, Beanie Babies, and blown-glass unicorns slid off a tremendous mountain of knick-knacks, smashed through a wall, and came to a stop in the living room. And they've never bothered to clean it up.

Once you get a house, you start to collect stuff. With my mom, the collection is dachshund figurines. Dachshund pictures and pins and shirts and mugs. My dad, being of true Wakefield blood, collects *Playboy*. And *Peanuts*—the Charles Schultz kind. He's got figurines of Snoopy and Charlie Brown, all the collected *Peanuts* books, a picture from Charles Schultz to my dad, Snoopy banks, and Charlie Brown chocolate tins. All that stuff. People just love to collect things.

## We're no different, really

**Magic** players are no different. I don't think of myself as much of a collector. I'm a competitor. I only play **Magic** to compete. The thrill of matching wits and talent with an adversary is why I love the game. In fact, while I was watching *October Sky*, I was building a new deck in my head. Right now I'm doing my best to qualify for Pro Tour-Chicago, so a lot of my mental energy is spent deckbuilding. I grab a pen in the middle of the movie and scribble down the latest work of possible genius. After the movie, I imme-

I COLLECT  
YOU COLLECT.



You may be thinking,

diately head for my deck box.

What the—? I don't have any more Eradicates? I was sure I had 12! Oh, wait—I do have 12. They're all in other decks.

That's what I collect. Tournament cards. I own 24 Strip Mines. Twenty Mishra's Factories. Twelve Contagions. Eight Verdant Forces (the best fatty ever printed). Twelve Natural Orders. Twelve Creeping Molds. Twelve Uktabi Orangutans. (You can never have too many monkeys.)

You may be thinking to yourself, "That's not fun." Collecting should be about fun. Nat Fairbanks collects Mindbender Spores. For some reason, they seem to be attracted to him. Here's the story in Nat's own words:

"I played in the *Mirage* Prerelease, and opened two—one from a booster rare spot, and another from a starter deck rare spot. I managed to make the Top 8, then got squashed by Darwin Kastle. My prize was about 12 packs—including two more Mindbender Spores. When *Mirage* was released to the public, I picked up a full box that day and opened it in the store. I added five more Mindbender Spores to my collection. Having a full page of nine, I decided I was destined to collect the damn things."

Nat now has more than a hundred. Just imagine a binder filled with page after page of Mindbender Spores. Boggles the mind, doesn't it?





"Hi, my name is **Mike**, and I'm a collector."

**"Hi, Mike."**

# CONFESSTIONS of a COLLECTOR



**I WASN'T ALWAYS LIKE THIS.** Long before I started working for Wizards of the Coast I used to be able to see out my windows just fine. And I could walk to the kitchen to get a drink without having to navigate a maze. But *Magic: The Gathering* came along and changed all that. I found out **I WAS A COLLECTOR.**

It all started back in 1994 when a few friends showed me this new game they'd found. I was fascinated by **Magic** and played with them for about 20 hours straight. I was even more fascinated to learn that the game had cards I hadn't seen yet. I went out immediately and bought the first of my collection. I had never really gotten into collecting before, shunning baseball cards and comic books as a child. But something about **Magic** drew me in, and I had to get all the cards.

## At first, I just wanted a complete set

That need got me into the world of **Magic** card trading. I started hooking up with other players and stores in the area and trading for cards. Before long I had completed full sets of all the cards that were out at the time, which spanned Alpha to *Legends*.

I also had a full "play set," which was a set of binders I used to build decks. It had four of every card in some version. With cards that were very popular, such as *Wrath of God* and *Swords to Plowshares*, I often had up to 12 copies in my play-set binders so I wouldn't have to break down a deck. It was a prestige thing in the area not to use proxy cards in a deck, just as you see the all black-border decks these days.

**THE BEND TEST.** Counterfeit card's ink will crack and the card will crease when subjected to this test. Beware! Foil cards can't pass this test!

## But then I got a reputation

Several of my good friends were also collecting at the time. I'd often trade or buy cards to help them finish various sets. I also started getting a lot of requests from people to sell them this or that card.

Because I had such a large collection, I was able to trade at advantage for cards that were somewhat difficult to get. I traded over the Internet and started to amass quite a collection.

## My collector's secret? Organization!

Organizing a large collection can be difficult. I ended up going to a sports-card store and picking up a bunch of 5,000-count boxes to try to reclaim some of my living space.

When I had a smaller collection, I'd organize them in binders by set. I'd generally sort them by rarity and then by color, so all the commons would come first and then uncommons and rares. Within rarity, I'd sort by color (black, blue, green, red, white, then artifact and gold).

I'd keep very valuable cards in a special "trade" binder, also organized by set. A lot of collectors and players carry trade binders around when putting together a deal. I generally put sets in binders with 9-up pages and label the binder with the set name.

Recently, the colored expansion symbols and collector numbers have made it a lot easier to sort cards by rarity and to recognize the relative rarities of the cards when trading. I used to cringe when I saw people trade rare cards for common cards that were easy to get. The rarity symbols help the uninitiated traders out a bit.

And I admit it: I broke down on recent sets and started organizing my recent set binders by **collector number** rather than my standard common/uncommon/rare setup.



## I knew I had to cut down

As my collection grew, I quickly started throwing away land cards that were clogging up space. Later I realized that common cards were also clogging up space and started to pitch them or give them away to new players. I have probably thrown away hundreds of thousands of lands, commons, and uncommons.

At this point I started putting my cards in big boxes, and I gave up any secondary sorting at all, merely organizing them by rarity. I have several boxes labeled merely "IA rares"—no semblance at all of organization, and not even sorted by color. I thought of putting a few sets together, but realized that I had no *Ice Age* commons because I threw them all out along with most of the uncommons.

## I began to dream of Nightmares

A lot of collectors have a signature card they avidly collect, and I'm no exception. My particular card is Nightmare. I would basically trade for every Nightmare I saw and put them in my special "Nightmare" binder, which eventually grew to more than 500 cards. In all my trading, I never traded one away.

There's another kind of signature card, of course. Some collectors attempt to get signed versions of the cards. A friend of mine is very big on signed cards, and he's managed to get about 70 percent of his sets signed. Sadly, some of the earlier artists don't sign cards, so he can't complete his quest.

In general, signed versions of the card are more valuable to collectors if you can find interested parties. Many of the artists travel around to conventions and tournaments and will sign cards there. Usually these are publicized ahead of time, so you know which cards to take to the event to get signed.

## I could identify a card by touch alone

One of the things to watch out for when buying or trading for valuable cards is counterfeits. Because several *Magic* cards carry price tags of more than \$100 on the secondary market, a small amount of counterfeiting has popped up. Most of the fakes are low quality and can be spotted by a cursory examination, but several are very good and hard to detect.

One of the easiest, most reliable tests is the "bend" test. To perform this test, hold the card lengthwise with your thumb on the top of the card and bend the card slowly so that the top edge touches the bottom edge. Then straighten the card out. (Don't try this with foil cards—they'll fail.) An authentic card won't crease during this process. Most counterfeit cards won't pass this test.

On extremely valuable cards, I also check the card's "pitch." The pitch is the spacing between the dots that make up the image on a printed card. When you examine the card under a jeweler's lens or a very good magnifying glass, you can see the spacing between the dots. In general, fakes don't have as many dots per inch as cards created off a printing plate.

To do a pitch test, take a card from the set—a card that you're confident is real, like a common land card—and look at the pattern. Then compare it with the card in question to see if the dot patterns match. If you can compare the card in question to another of that same card, that's even better—you can often detect even the best counterfeits.

## I started to crave more exotic cards

My final collection oddity is misprints. I avidly collect miscut cards, which are surprisingly difficult to obtain these days due to Wizards' quality-control programs. I have a deck that I play sometimes with all-miscut cards. It's a goofball deck, and I only play it for fun, stating ahead of time that I can play each card as any of the partial cards that appear on it. About 20 of the cards in the deck are "quad" cards, with the corners of four different cards showing, so the deck is quite versatile!

Nowadays a lot of players put together all black-border decks. Now that the *Mercadian Masques* set is out, I (like dozens of players) will put together an all-foil deck to play on special occasions when I visit my old friends.



### Expansion symbol

<i>Mercadian Masques</i>	
<i>Urza's Destiny</i>	
<i>Urza's Legacy</i>	
<i>Urza's Saga</i>	
<i>Exodus</i>	
<i>Stronghold</i>	
<i>Tempest</i>	

### Rarity color

Rare (Gold)	
Uncommon (Silver)	
Common (Black)	

### Collector Number

Card number/Total number of cards in set

## Highlights of Mike's Collection

One of **EVERY** English *Magic* card printed, including oddities such as the blue Hurricane and all the promo cards.

One of **EVERY** foreign misprint.

**44 5,000-COUNT BOXES**, mostly full.

**11 BINDERS** with sets and random card assortments.

**1,800** dual lands.

**11 Arabian Nights SETS.**

**38 BLACK LOTUSES**—six from Alpha, 11 from Beta, and 21 from *Unlimited*.

**162 MOXES.**

**570** Nightmares.



Do you want to know what 22,000 cards looks like? Simple! Cut out and photocopy this Goblin Cadet 22,000 times and spread them out. It's THAT easy!

## In the end, it's all about status

It's a status symbol for collectors to have a deck like this to pull out when playing old friends. It may sound strange to casual players, but pulling out a deck of extraordinary cards is just something you *have* to do when you collect.

That, and spend hours sorting through your collection.

## Organize the "Mike" way

**FIRST**, sort by set (like *Urza's Destiny* or *Mercadian Masques*). The expansion symbol on the right-hand side under the art tells you what set a card comes from.

**THEN**, sort by rarity. On newer sets, a gold expansion symbol means rare, a silver symbol means uncommon, and black means common. For older sets, you'll have to look 'em up in our massive checklist on page 62 (in the pull-out section).

**FINALLY**, sort by color. Mike's order is black, blue, green, red, white, artifact, and gold.

On newer sets, it's okay to sort by the collector number in the corner. And you might want to save your really good stuff for a trade binder.

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# PLANE SCAPE® TORRIDENT™

# TRIVIA CONTEST

**Answer these 5 trivia questions correctly and you might win enough cool prizes to fill a Bag of Holding!**

### **1. SIGIL IS KNOWN AS THE "CITY OF..."**

- a) Angels b) the Dead c) City?! It's not a city, it's a Planet! d) Doors

## 2. IN PLANESCAPE: TORMENT, YOU PLAY AS...

- a) The Chosen One   b) The Golden Child   c) The Nameless One   d) Brian Menze

### 3. THE LADY OF PAIN IS...

- a) A dominatrix b) A World Warrior c) Ruler of the Multiverse d) Ruler of Sigil

#### 4. ONE OF THE CHARACTERS THAT CAN JOIN YOU ON YOUR QUEST IS...

### 5. "GROK" Bm

#### **One Grand Prize Winner:**

43x CD ROM, *Forgotten Realms*® Archives Silver Addition, Baldur's Gate™ Gold Edition, Second Edition Player's Handbook, Dungeon Master® Guide, *Pleaseasor*® Campaign Setting, *Pleaseasor Mountains Commandments*®, D&D® Boxed Set

**PENNSYLVANIA MUSEUMS**  
**Five First Prize Winners**

**FIVE FIRST PRIZE WINNERS:** *Baldwin's Guide*, Gold Edition, Blawlock, D. Franklin, *Principles, Methods, and Results*, P.D.O., David L. G.

**Top Second Prize: M. G. M.**

#### **Ten Second Prize Winners:**



The logo for Black Isle Books features a circular emblem on the left containing a stylized, swirling pattern that looks like a dragon's eye or a sunburst. To the right of the emblem, the word "BLACK" is written in large, bold, serif capital letters. Below "BLACK", the word "ISLE" is written in a smaller, also bold, serif capital letters. Underneath "ISLE", the word "BOOKS" is written in a smaller, bold, sans-serif capital letters.



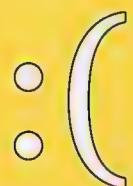
To enter, mail the correct answers on a 4"x6" postcard with your name to: Wizards of the Coast, Inc. ("Wizards") Attn: Tormen Trivia Contest, P.O. Box 707, Renton, WA 98057-0707. Or you can visit our web site at [www.wizards.com/dragon](http://www.wizards.com/dragon)  
NO PURCHASE REQUIRED. One entry per person. Entries must be received before mid-night Pacific Time, 11/25/00.

Wizards will select 12 random drawings from all eligible entries via Rafflecopter. Wizards will select One (1) Grand Prize Winner. The Grand Prize Winner will receive (1) \$200.00 Amazon.com gift card and (1) one copy of the Second Edition Player's Handbook, Dungeon Master Guide Book, and the Campaign Setting (including the Starter Set). Wizards will select (5) First Place Winners. The First Place Winners will receive (1) one copy of the Second Edition Player's Handbook, Dungeon Master Guide Book, and the Campaign Setting (including the Starter Set).

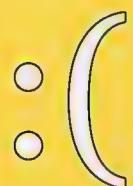
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The original  
owner took the  
collector's  
guide out.



The original  
owner took the  
collector's  
guide out.



A moderately DIFFICULT logic puzzle

# UNMASQUE OUR COLLECTIONS

Four members of  
Magic R&D (Mike  
Elliott, William  
Jockusch, Bill Rose,  
and Henry Stern)  
each have a unique  
collection of cards.



The following 16 Mercadian Masques cards were left sitting on the R&D table. If you know that four cards came from the collections of each of these Magic R&D guys, can you figure out which cards belong to whom?

The answer is on  
page 127.

# OFFTARGET

YOUR OPPONENT IS MENDY.

You and she are playing a Standard Magic game.

Although you've managed to destroy all of Mendy's lands and removed everything other than lands from her graveyard, you're still in a bit of a pickle. Mendy has played Worship along with Cho-Manno enchanted with Pariah and Diplomatic Immunity. Things look bad because your mono-black deck usually has problems removing enchantments.

Then you draw your two cards for the turn (thanks to Howling Mine) and you realize you might be able to win this turn. Be careful, though. A previous Coercion let you know that Mendy still has Misdirection and another blue card in her hand. It is the start of your first main phase.

**DEFEAT MENDY THIS TURN WITHOUT LOSING.**

The answer is on page 127.

## MENDY blue/white • 7 life remaining

### MENDY'S HAND

#### Misdirection

Instant

You may remove a blue card in your hand from the game instead of paying Misdirection's mana cost. Target spell with a single target targets another target instead.

#### Diplomatic Immunity

Enchant Creature

Enchanted creature can't be the target of spells or abilities.

Diplomatic Immunity can't be the target of spells or abilities.



NO CARDS IN HER GRAVEYARD EXCEPT LANDS

## YOU black • 5 life remaining

### YOUR HAND

#### Bone Shredder

Summon Minion

Flying, echo (*During your next upkeep after this permanent comes under your control, pay its casting cost or sacrifice it.*)

When Bone Shredder comes into play, destroy target nonartifact, nonblack creature.

#### Chime of Night

Enchant Creature

When Chime of Night is put into a graveyard from play, destroy target nonblack creature.

#### Dark Ritual (2)

Mana Source

Add  $\text{W}\text{B}$  to your mana pool.

#### Exhume

Sorcery

Each player puts a creature card from his or her graveyard into play.

#### Liability

Enchantment

Whenever a card is put into a player's graveyard from play, that player loses 1 life.

#### Maggot Therapy

Enchant Creature

You may play Maggot Therapy any time you could play an instant.

Enchanted creature gets +2/-2.

#### Phyxian Broodlings

Summon Minions

1. Sacrifice a creature: Put a +1/+1 counter on Phyxian Broodlings.

#### Yawgmoth's Will

Sorcery

Until end of turn, you may play cards in your graveyard as though they were in your hand. If a card would be put into your graveyard this turn, remove that card from the game instead.



NO CARDS IN YOUR GRAVEYARD EXCEPT LANDS

# CARD HIGHLIGHTS



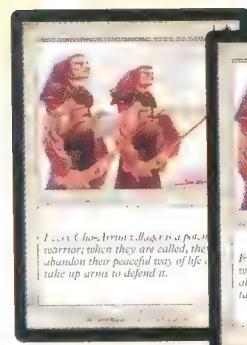
Coral Merfolk • 2/1



Worship



Cho-Manno, Revolutionary • 2/2  
enchanted by  
Pariah &  
Diplomatic Immunity



Fresh Volunteers • 2/2 (4)



1991 Topps Wizards Ed. 1 Card 162 2c/5d



Lurking Skirge  
(not a creature)



Tainted Æther



Howling Mine



Subterranean Hangar  
(7 Counters)

**FREE**

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THE ULTIMATE SOURCE FOR MAGIC: THE GATHERING CARD TEXT

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# WHAT'S IN A PLANE?

Welcome to the first installment of the TopDeck Oracle. Like its predecessor—the Duelist Oracle—the following is a complete list of all Magic cards that are legal in Standard tournament play. For more information about organized play, visit [www.wizards.com/DCI](http://www.wizards.com/DCI).

*If you'll kindly turn the page, we'll continue our tour.*

*—Michael Mikaelian with much assistance from Daneen McDermott and Scott McGough of Magic Continuity*



▲ KEN WALKER

## **ORGANIZATION**

The *TopDeck Oracle* is divided by color and alphabetized within each color. The expansion(s) the card has appeared in is listed at the end of each entry, and an expansion key is on the bottom of every page. This is the most accurate wording—more recent than what's on the cards themselves.

Reminder text appears on many cards to cover game mechanics specific to that card. This glossary covers all the reminder text on the cards within the *TopDeck Oracle*. Creature abilities covered under the basic rules, such as flying or trample, are not listed here.

## Cycling x

*You may pay  $\times$  and discard this card from your hand to draw a card. Play this ability any time you could play an instant.*

Echo

*At the beginning of your next upkeep after this permanent comes under your control, sacrifice it unless you pay its mana cost.*

## Haste

*This creature may attack and ⚡ the turn it comes under your control.*

## Landwalk

## Walls

*Walls cannot attack.*

ARTIFACT

# TopDeck ORACLE



Players can't play activated abilities of creatures.

MR, 6E

## Damping Engine

Artifact

A player who controls more permanents than any other can't play lands or artifact, creature, or enchantment spells. That player may sacrifice a permanent to ignore this effect until end of turn.

UL

## Dancing Scimitar

Artifact Creature

Flying

AN, 3E-6E

## Defense Grid

Artifact

During each player's turn, spells played by another player cost 3 more.

UL

## Dingus Egg

Artifact

Whenever a land is put into a graveyard from play, Dingus Egg deals 2 damage to that land's controller.

1E-6E

## Disrupting Scepter

Artifact

3, ♦: Target player discards a card from his or her hand. Play this ability only during your turn.

1E-6E

## Distorting Lens

Artifact

♦: Target permanent becomes the color of your choice until end of turn.

MM

## Dragon Blood

Artifact

3, ♦: Put a +1/+1 counter on target creature.

US

## Dragon Engine

Artifact Creature

1/3  
2: Dragon Engine gets +1/+0 until end of turn.

AQ, 3E-6E

## Dragon Mask

Artifact

3, ♦: Target creature you control gets +2/+2 until end of turn. Return that creature to its owner's hand at end of turn.

VI, 6E

## Endoskeleton

Artifact

You may choose not to untap Endoskeleton during your untap step. 2, ♦: Target creature gets +0/+3 as long as Endoskeleton remains tapped.

US

## Extruder

Artifact Creature

Echo. Sacrifice an artifact: Put a +1/+1 counter on target creature.

4/3

## Eye of Ramos

Artifact

♦: Add one blue mana to your mana pool. Sacrifice Eye of Ramos: Add one blue mana to your mana pool.

MM

## Fire Diamond

Artifact

Fire Diamond comes into play tapped. ♦: Add ♦ to your mana pool.

MR, 6E

## Fluctuator

Artifact

Cycling costs you up to 2 less to play.

US

## Flying Carpet

Artifact

2, ♦: Target creature gains flying until end of turn.

AN, 3E-6E

## Fodder Cannon

Artifact

4, ♦: Sacrifice a creature: Fodder Cannon deals

4 damage to target creature.

UD

## Fountain of Youth

Artifact

2, ♦: You gain 1 life.

DK, CH, 5E-6E

## General's Regalia

Artifact

3: The next time a source of your choice would deal damage to you this turn, that damage is dealt to target creature you control instead.

MM

## Glasses of Urza

Artifact

♦: Look at target player's hand.

1E-6E

## Grafted Skullicap

Artifact

At the beginning of your draw step, draw an additional card. At the end of your turn, discard your hand.

US

## Grim Monolith

Artifact

Grim Monolith doesn't untap during your untap phase. ♦: Add three colorless mana to your mana pool. 4: Untap Grim Monolith. •See Banned & Restricted, p. 92.

UL

## Grinning Totem

Artifact

2, ♦: Sacrifice Grinning Totem: Search target opponent's library for a card and remove that card from the game. That player then shuffles his or her library. You may play the card as though it were in your hand. At the beginning of your next upkeep, if

you haven't played the card, put it into its owner's graveyard.

MR, 6E

## Heart of Ramos

Artifact

♦: Add one red mana to your mana pool. Sacrifice Heart of Ramos: Add one red mana to your mana pool.

MM

## Henge Guardian

Artifact Creature

3/4  
2: Henge Guardian gains trample until end of turn.

MM

## Hopping Automaton

Artifact Creature

2/2  
0: Hopping Automaton gets -1/-1 and gains flying until end of turn.

US

## Horn of Plenty

Artifact

Whenever a player plays a spell, he or she may pay 1. If that player does, he or she draws a card at end of turn.

MM

## Horn of Ramos

Artifact

♦: Add one green mana to your mana pool. Sacrifice Horn of Ramos: Add one green mana to your mana pool.

MM

## Howling Mine

Artifact

At the beginning of each player's draw step, if Howling Mine is untapped, that player draws an additional card.

1E-6E

## Iron Lance

Artifact

3, ♦: Target creature gains first strike until end of turn.

MM

## Iron Maiden

Artifact

At the beginning of each of your opponents' upkeeps, Iron Maiden deals 1 damage to that player for each card more than four in his or her hand.

UL

## Iron Star

Artifact

Whenever a player plays a red spell, you may pay 1. If you do, you gain 1 life.

1E-6E

## Ivory Cup

Artifact

Whenever a player plays a white spell, you may pay 1. If you do, you gain 1 life.

1E-6E

## Jade Monolith

Artifact

1: The next time a source of your choice would deal damage to target creature this turn, that source deals that damage to you instead.

1E-6E

## Jalum Tome

Artifact

2, ♦: Draw a card, then discard a card from your hand.

AQ, CH, 5E-6E

## Jhiora's Toolbox

Artifact

4, ♦: Draw a card.

1E-6E

## Junk Diver

Artifact Creature

Flying. When Junk Diver is put into a graveyard from play, return another target artifact card from your graveyard to your hand.

UD

## Karn, Silver Golem

Artifact Creature

Whenever Karn, Silver Golem blocks or becomes blocked, it gets -4/+4 until end of turn. 1: Target noncreature artifact becomes an artifact creature with power and toughness each equal to its converted mana cost until end of turn. (That artifact retains its abilities.)

US

## Kyren Archive

Artifact

At the beginning of your upkeep, you may remove the top card of your library from the game face down. 5, Discard your hand. Sacrifice Kyren Archive: Put all cards removed from the game with Kyren Archive into their owner's hand.

MM

## Kyren Toy

Artifact

1, ♦: Put a charge counter on Kyren Toy. ♦, Remove X charge counters from Kyren Toy: Add X plus one colorless mana to your mana pool.

MM

## Lead Golem

Artifact Creature — Golem

Whenever Lead Golem attacks, it doesn't untap during its controller's next untap step.

MR, 6E

## Lifeline

Artifact

Whenever a creature is put into a graveyard and

another creature is in play, return the first creature from that graveyard to play under its owner's control at end of turn.

US

## Lotus Blossom

Artifact

At the beginning of your upkeep, you may put a petal counter on Lotus Blossom. ♦, Sacrifice Lotus Blossom: Add X mana of any one color to your mana pool, where X is the number of petal counters on Lotus Blossom.

US

## Magistrate's Scepter

Artifact

4, ♦: Put a charge counter on Magistrate's Scepter. ♦, Remove three charge counters from Magistrate's Scepter: Take another turn after this one.

US

## Mana Prism

Artifact

♦: Add one colorless mana to your mana pool. 1, ♦: Add one mana of any color to your mana pool.

MR, 6E

## Mantis Engine

Artifact Creature

5  
2: Mantis Engine gains flying until end of turn.  
2: Mantis Engine gains first strike until end of turn.

UD

## Marble Diamond

Artifact

Marble Diamond comes into play tapped. ♦: Add ♦ to your mana pool.

MR, 6E

## Masticore

Artifact Creature

4/4  
At the beginning of your upkeep, you may discard a card from your hand. If you don't, sacrifice Masticore. 2: Masticore deals 1 damage to target creature. 2: Regenerate Masticore.

UD

## Meekstone

Artifact

Creatures with power 3 or greater don't untap during their controllers' untap steps.

1E-6E

## Memory Jar

Artifact

♦: Sacrifice Memory Jar: Each player removes his or her hand from the game, face down, and draws seven cards. At end of turn, each player discards his or her hand and returns to his or her hand each card he or she removed from the game this way. •See Banned & Restricted, p. 92.

UL

## Mercadian Atlas

Artifact

At the end of your turn, if you didn't play a land this turn, you may draw a card.

MM

## Mercadian Lift

Artifact

At the beginning of your upkeep, you may discard a card from your hand. If you don't, sacrifice Mercadian Lift: Put a winch counter from Mercadian Lift onto your hand.

MM

## Metalworker

Artifact Creature

3, ♦: Reveal any number of artifact cards in your hand. Add two colorless mana to your mana pool for each card revealed this way.

UD

## Metrognome

Artifact

When a spell or ability an opponent controls causes you to discard Metrognome, put four 1/1 Gnome artifact creature tokens into play.

4/4

## Mishra's Helix

Artifact

x, ♦: Tap X target lands.

US

## Mobile Fort

Artifact Creature

3: Mobile Fort gets +3/-1 until end of turn and may attack this turn as though it weren't a Wall. Play this ability only once each turn.

US

## Monkey Cage

Artifact

When a creature comes into play, sacrifice Monkey Cage and put into play a number of 2/2 green Ape creature tokens equal to that creature's converted mana cost.

MM

## Moss Diamond

Artifact

Moss Diamond comes into play tapped. ♦: Add ♦ to your mana pool.

MR, 6E

## Mystic Compass

Artifact

At the beginning of your upkeep, return to its owner's hand each creature that player controls with power greater than the number of cards in his or her hand.

UD

## Obsidian Golem

Artifact Creature — Golem

6  
4/6  
At the beginning of your upkeep, return to its owner's hand each creature that player controls with power greater than the number of cards in his or her hand.

UL

## Omnibopter

Artifact Creature

0  
At the beginning of your upkeep, return to its owner's hand each creature that player controls with power greater than the number of cards in his or her hand.

5

## Panacea

Artifact

X, ♦: Prevent the next X damage that would be dealt to target creature or player this turn.

4

## Patagia Golem

Artifact Creature — Golem

4  
2/3  
3: Patagia Golem gains flying until end of turn.

UL

## Pentagram of the Ages

Artifact

4  
The next time a source of your choice would deal damage to you this turn, prevent that damage.

4

## Phryxian Colossus

Artifact Creature

7  
At the beginning of your upkeep, return to its owner's hand each creature that player controls with power greater than the number of cards in his or her hand.

8/8

## Phryxian Processor

Artifact

As Phryxian Processor comes into play, pay any amount of life. 4, ♦: Put a black Minion creature token into play. Its power and toughness are each equal to the amount of life paid.

US

## Phryxian Vault

Artifact

3  
At the beginning of your upkeep, you may put a fuse counter on Phryxian Vault. ♦: Sacrifice Phryxian Vault: Destroy each artifact and creature with converted mana cost equal to the number of fuse counters on Phryxian Vault.

UL


**Sky Diamond**

Artifact

Sky Diamond comes into play tapped.  $\diamond$ : Add  $\diamond$  to your mana pool.

**Smokestack**

Artifact

At the beginning of your upkeep, you may put a soot counter on Smokestack. At the beginning of each player's upkeep, that player sacrifices a permanent for each soot counter on Smokestack.

**Snake Basket**

Artifact

$\times$ , Sacrifice Snake Basket: Put  $X$  1/1 green Cobra creature tokens into play. Play this ability only if you could play a sorcery.

$\diamond$ : Add  $\diamond$  to your mana pool.

**Soul Net**

Artifact

Whenever a creature is put into a graveyard from play, you may pay 1. If you do, you gain 1 life.

**Storage Matrix**

Artifact

As long as Storage Matrix is untapped, instead of each player untapping the permanents he or she controls during his or her untap step, that player chooses artifacts, creatures, or lands. Permanents other than those of the chosen type don't untap this untap step.

**Storm Cauldron**

Artifact

Each player may play an additional land during each of his or her turns. Whenever a land is tapped for mana, return it to its owner's hand.

**Teferi's Puzzle Box**

Artifact

At the beginning of each player's draw step, that player puts his or her hand on the bottom of his or her library in any order, then draws that many cards.

**Temporal Aperture**

Artifact

5,  $\diamond$ : Shuffle your library and reveal the top card. Until end of turn, as long as that card remains on top of your library, you may play the card as though it were in your hand without paying its mana cost. If the spell has  $\times$  in its mana cost, X is 0.

**The Hive**

Artifact

5,  $\diamond$ : Put a 1/1 Wasp artifact creature token with flying into play.

**Thran Dynamo**

Artifact

$\diamond$ : Add three colorless mana to your mana pool.

**Thran Foundry**

Artifact

1,  $\diamond$ : Remove Thran Foundry from the game. Target player shuffles his or her graveyard into his or her library.

**Thran Golem**

Artifact Creature — Golem

As long as Thran Golem is enchanted, it gets +2/+2 and has flying, first strike, and trample.

**Thran Lens**

Artifact

All permanents are colorless.

**Thran Turbine**

Artifact

At the beginning of your upkeep, you may add up to two colorless mana to your mana pool. This mana can't be spent to play spells.

**Thran War Machine**

Artifact Creature

Echo. Thran War Machine attacks each turn if able.

**Thran Weaponry**

Artifact

Echo. You may choose not to untap Thran Weaponry during your untap phase. 2,  $\diamond$ : All creatures get +2/+2 as long as Thran Weaponry remains tapped.

**Throne of Bone**

Artifact

Whenever a player plays a black spell, you may pay 1. If you do, you gain 1 life.

**Ticking Gnomes**

Artifact Creature

Echo. Sacrifice Ticking Gnomes: Ticking Gnomes deals 1 damage to target creature or player.

**Tooth of Ramos**

Artifact

$\diamond$ : Add one white mana to your mana pool.

Sacrifice Tooth of Ramos: Add one white mana to your mana pool.

**Toymaker**

Artifact Creature — Spellshaper

1,  $\diamond$ : Discard a card from your hand: Target noncreature artifact becomes an artifact creature with power and toughness each equal to its converted

HL—Homelands

VI—Visions

AL—Alliances

WL—Weatherlight

MR—Mirage

TE—Tempest

SH—Stronghold

EX—Exodus

US—Urza's Saga

BL—Common

Silver—Uncommon

Gold—Rare

MM—Mercadian Masques

Gold—Rare

SH—Stronghold

EX—Exodus

US—Urza's Saga

BL—Common

Silver—Uncommon


**Coercion**

Sorcery

Look at target opponent's hand and choose a card from it. That player discards that card.

VI, TE, 6E, P2

**Conspiracy**

Enchantment

As Conspiracy comes into play, choose a creature type. Creatures you control and creature cards in your graveyard, hand, and library are of the chosen type.

MM

**Contamination**

Enchantment

Whenever a land is tapped for mana, it produces  $\diamond$  instead of its normal type and amount. At the beginning of your upkeep, sacrifice Contamination unless you sacrifice a creature.

US

**Corrupt**

Sorcery

Corrupt deals to target creature or player damage equal to the number of swamps you control. You gain life equal to the damage dealt this way.

US

**Corrupt Official**

Creature — Minion

$\diamond$ : Regenerate Corrupt Official. Whenever Corrupt Official becomes blocked, defending player discards a card at random from his or her hand.

MM

**Crazed Skirge**

Creature — Imp

Flying, haste

**Dark Hatchling**

Creature — Horror

Flying. When Dark Hatchling comes into play, destroy target nonblack creature. It can't be regenerated.

4

3/3

**Dark Ritual**

Instant

Add  $\diamond\diamond\diamond$  to your mana pool.

IA, MR, TE, US, MM, 1E-5E

**Darkest Hour**

Enchantment

All creatures are black.

US

**Deathgazer**

Creature — Lizard

Whenever Deathgazer blocks or becomes blocked by a nonblack creature, destroy that creature at end of combat.

2/2

**Deepwood Ghoul**

Creature — Zombie

Pay 2 life: Regenerate Deepwood Ghoul.

MM

**Deepwood Legate**

Creature — Shade

If an opponent controls a forest and you control a swamp, you may play Deepwood Legate without paying its mana cost.  $\diamond$ : Deepwood Legate gets +1/+1 until end of turn.

MM

**Delraich**

Creature — Horror

Trample. You may sacrifice three black creatures instead of paying Delraich's mana cost.

MM

**Deleror**

Creature — Thrull

Your black spells cost  $\diamond$  more to play.

FE, 5E-6E

**Despondency**

1

Sorcery

Enchanted creature gets -2/-0. When Despondency is put into a graveyard from play, return Despondency to its owner's hand.

US

**Diabolic Servitude**

3

Enchantment

When Diabolic Servitude comes into play, return target creature card from your graveyard to play. When the returned creature is put into a graveyard, remove that creature from the game and return Diabolic Servitude to its owner's hand. When Diabolic Servitude leaves play, remove the returned creature from the game.

MM

**Discordant Dirge**

Enchantment

At the beginning of your upkeep, you may put a verse counter on Discordant Dirge.  $\diamond$ : Sacrifice Discordant Dirge. Look at target opponent's hand and choose up to X cards from it, where X is the number of verse counters on Discordant Dirge. That player discards those cards.

US

**Disease Carriers**

Creature — Rat

When Disease Carriers is put into a graveyard from play, target creature gets -2/-2 until end of turn.

UD

**Doomsday**

Sorcery

Search your library and graveyard for any five cards and remove the rest from the game. Put the chosen cards on top of your library in any order. You lose half your life, rounded up.

WL, 6E

**Dread of Night**

Enchantment

White creatures get -1/-1.

TE, 6E

**Drudge Skeletons**

Creature — Skeleton

$\diamond$ : Regenerate Drudge Skeletons.

**Dry Spell**

Sorcery

Dry Spell deals 1 damage to each creature and each player.

**Fog of Gnats**

1

1/1

 Flying,  $\diamond$ : Regenerate Fog of Gnats.

**Forbidden Crypt**

Enchantment

If you would draw a card, return a card from your graveyard to your hand instead. If you can't, you lose the game. If a card would be put into your graveyard, remove that card from the game instead.

**Forced March**

Sorcery

Destroy all creatures with converted mana cost X or less.

**Ghoul's Feast**

Instant

Target creature gets +X/+0 until end of turn, where X is the number of creature cards in your graveyard.

**Eastern Paladin**

2

3/3

US

Sorcery

Look at target player's hand and choose a nonbasic land card from it. That player discards that card.

**Encroach**

Sorcery

Look at target player's hand and choose a nonbasic land card from it. That player discards that card.

**Enfeeblement**

Enchant Creature

Enchanted creature gets -2/-2.

**Engineered Plague**

Enchantment

As Engineered Plague comes into play, choose a creature type. All creatures of the chosen type get -1/-1.

**Enslaved Horror**

Creature — Horror

When Enslaved Horror comes into play, each other player may return a creature card from his or her graveyard to play.

**Eradicate**

Sorcery

Remove target nonblack creature from the game. Search its controller's graveyard, hand, and library for all copies of that card and remove them from the game. That player then shuffles his or her library.

**Evil Eye of Orms-by-Gore**

Creature — Horror

4

3/6

UD

Evil Eye of Orms-by-Gore can't be blocked except by Walls. Except for creatures named Evil Eye of Orms-by-Gore, creatures you control can't attack.

**Eviscerator**

Creature — Horror

Protection from white. When Eviscerator comes into play, you lose 5 life.

**Exhume**

Sorcery

Each player puts a creature card from his or her graveyard into play.

**Expunge**

Instant

Cycling. 2. Destroy target nonartifact, nonblack creature. It can't be regenerated.

**Extortion**

Sorcery

Look at target player's hand and choose up to two cards from it. That player discards those cards.

**Fallen Angel**

Creature — Angel

Flying. Sacrifice a creature: Fallen Angel gets +2/+1 until end of turn.

**Fatal Blow**

Instant

Destroy target creature that was dealt damage this turn. It can't be regenerated.

**Feeble**

Enchant Creature

Enchanted creature can't be blocked except by artifact creatures and/or black creatures.

**Feast of the Unicorn**

3

Sorcery

Enchanted creature gets +4/+0.

**Feral Shadow**

Creature — Night Stalker

Flying.

**Festering Wound**

Enchant Creature

At the beginning of your upkeep, you may put an infection counter on Festering Wound. At the beginning of the upkeep of enchanted creature's controller, Festering Wound deals X damage to that player, where X is the number of infection counters on Festering Wound.

**Flesh Reaver**

Creature — Horror

Whenever Flesh Reaver deals damage to a creature or opponent, Flesh Reaver deals that much damage to you.

**Fog of Gnats**

1

1/1

Flying,  $\diamond$ : Regenerate Fog of Gnats.

**Forbidden Crypt**

Enchantment

If you would draw a card, return a card from your graveyard to your hand instead. If you can't, you lose the game. If a card would be put into your graveyard, remove that card from the game instead.

**Forced March**

Sorcery

Destroy all creatures with converted mana cost X or less.

**Ghoul's Feast**

Instant

Target creature gets +X/+0 until end of turn, where X is the number of creature cards in your graveyard.

**Eastern Paladin**

2

Sorcery

Look at target player's hand and choose a nonbasic land card from it. That player discards that card.

**Encroach**

Sorcery

Look at target player's hand and choose a nonbasic land card from it. That player discards that card.

**Enfeeblement**

Enchant Creature

Enchanted creature gets -2/-2.

**Engineered Plague**

Enchantment

As Engineered Plague comes into play, choose a creature type. All creatures of the chosen type get -1/-1.

**Enslaved Horror**

Creature — Horror

When Enslaved Horror comes into play, each other player may return a creature card from his or her graveyard to play.

**Eviscerator**

Sorcery

Remove target nonblack creature from the game. Search its controller's graveyard, hand, and library for all copies of that card and remove them from the game. That player then shuffles his or her library.

**Exhume**

Sorcery

Each player puts a creature card from his or her graveyard into play.

**Expunge**

Instant

Cycling. 2. Destroy target nonartifact, nonblack creature. It can't be regenerated.

**Extortion**

Sorcery

Look at target player's hand and choose up to two cards from it. That player discards those cards.

**Fallen Angel**

Creature — Angel

Flying. Sacrifice a creature: Fallen Angel gets +2/+1 until end of turn.

**Fatal Blow**

Instant

Destroy target creature that was dealt damage this turn. It can't be regenerated.

**Feeble**

Enchant Creature

Enchanted creature can't be blocked except by artifact creatures and/or black creatures.

**Feast of the Unicorn**

3

Sorcery

Enchanted creature gets +4/+0.

**Feral Shadow**

Creature — Night Stalker

Flying.

**Festering Wound**

Enchant Creature

At the beginning of your upkeep, you may put an infection counter on Festering Wound. At the beginning of the upkeep of enchanted creature's controller, Festering Wound deals X damage to that player, where X is the number of infection counters on Festering Wound.

**Fog of Gnats**

1

1/1

Flying,  $\diamond$ : Regenerate Fog of Gnats.

**Forbidden Crypt**

Enchantment

If you would draw a card, return a card from your graveyard to your hand instead. If you can't, you lose the game. If a card would be put into your graveyard, remove that card from the game instead.

**Forced March**

Sorcery

Destroy all creatures with converted mana cost X or less.

**Ghoul's Feast**

Instant

Target creature gets +X/+0 until end of turn, where X is the number of creature cards in your graveyard.

**Eastern Paladin**

2

Sorcery

Look at target player's hand and choose a nonbasic land card from it. That player discards that card.

**Encroach**

Sorcery

Look at target player's hand and choose a nonbasic land card from it. That player discards that card.

**Enfeeblement**

Enchant Creature

Enchanted creature gets -2/-2.

**Engineered Plague**

Enchantment

As Engineered Plague comes into play, choose a creature type. All creatures of the chosen type get -1/-1.

**Enslaved Horror**

Creature — Horror

When Enslaved Horror comes into play, each other player may return a creature card from his or her graveyard to play.

**Eviscerator**

Sorcery

Remove target nonblack creature from the game. Search its controller's graveyard, hand, and library for all copies of that card and remove them from the game. That player then shuffles his or her library.

**Exhume**

Sorcery

Each player puts a creature card from his or her graveyard into play.

**Expunge**

Instant

Cycling. 2. Destroy target nonartifact, nonblack creature. It can't be regenerated.

**Extortion**

Sorcery

Look at target player's hand and choose up to two cards from it. That player discards those cards.

**Fallen Angel**

Creature — Angel

Flying. Sacrifice a creature: Fallen Angel gets +2/+1 until end of turn.

**Fatal Blow**

Instant

Destroy target creature that was dealt damage this turn. It can't be regenerated.

**Feeble**

Enchant Creature

Enchanted creature can't be blocked except by artifact creatures and/or black creatures.

**Feast of the Unicorn**

3

Sorcery

Enchanted creature gets +4/+0.

**Feral Shadow**




**Vendetta**

Instant  
Destroy target nonblack creature. It can't be regenerated. You lose life equal to that creature's toughness.

**All other enchantments have "At the beginning of your upkeep, sacrifice this enchantment unless you pay 2."**

**Victimize**

Sorcery  
As an additional cost to play Victimize, sacrifice a creature. Put two target creature cards from your graveyard into play tapped.

**Aura Thief**  
Creature — Illusion  
Flying. When Aura Thief is put into a graveyard from play, you gain control of all enchantments. (You don't get to move local enchantments.)

**Vile Requiem**

Enchantment  
At the beginning of your upkeep, you may put a verse counter on Vile Requiem. 1 ♦, Sacrifice Vile Requiem: Destroy up to X target nonblack creatures, where X is the number of verse counters on Vile Requiem. They can't be regenerated.

**Back to Basics**  
Enchantment  
Nonbasic lands don't untap during their controllers' untap steps.

**Wall of Distortion**

Creature — Wall  
2 ♦, ♦: Target player discards a card from his or her hand. Play this ability only if you could play a sorcery.

**Balloon Peddler**  
Creature — Spellshaper  
♦, ♦: Discard a card from your hand: Target creature gains flying until end of turn.

**Western Paladin**

Creature — Knight  
2 ♦, ♦: Destroy target white creature.

**Barrin, Master Wizard**  
Creature — Legend  
2, Sacrifice a permanent: Return target creature to its owner's hand.

**Witch Engine**

Creature — Horror  
5 ♦, 4/4  
Swampwalk. ♦: Add ♦ to your mana pool. Target opponent gains control of Witch Engine.

**Blizzard Elemental**  
Creature — Elemental  
5/5

**Yawgmoth's Bargain**

Enchantment  
Skip your draw step. Pay 1 life: Draw a card. •See Banned & Restricted, p. 92.

**Boomerang**  
Instant  
Return target permanent to its owner's hand.

**Yawgmoth's Edict**

Enchantment  
Whenever an opponent plays a white spell, that player loses 1 life and you gain 1 life.

**Bouncing Beebles**  
Creature — Beeble  
Bouncing Beebles is unblockable as long as defending player controls an artifact.

**Yawgmoth's Will**

Sorcery  
Until end of turn, you may play cards in your graveyard as though they were in your hand. If a card would be put into your graveyard this turn, remove that card from the game instead.

•See Banned & Restricted, p. 92.

**Brainstorm**  
Instant  
Draw three cards, then put two cards from your hand on top of your library in any order.

**Zombie Master**

Creature — Lord  
2/3  
All Zombies have "♦: Regenerate this creature" and swampwalk.

**Briny Seer**  
Sorcery  
Search target opponent's library for a creature card and put that card into play under your control. That player then shuffles his or her library.

**Bribery**

Creature — Wizard  
2/2  
Reveal any number of blue cards in your hand. Counter target spell unless its controller pays 1 for each card revealed this way.

**Browsing**  
Enchantment  
2, ♦: Look at the top five cards of your library and put one of them into your hand. Remove the rest from the game.

**Bubbling Beebles**

Creature — Beeble  
Bubbling Beebles is unblockable as long as defending player controls an enchantment.

**Buoyancy**  
Enchant Creature  
You may play Buoyancy any time you could play an instant. Enchanted creature has flying.

**Catalog**

Instant  
Draw two cards, then discard a card from your hand.

**Chambered Nautilus**  
Creature — Beast  
2/2  
Whenever Chambered Nautilus becomes blocked, you may draw a card.

**Chameleonic Spirit**

Creature — Illusion  
4/4  
As Chameleonic Spirit comes into play, choose a color. Chameleonic Spirit's power and toughness are each equal to the number of permanents of the chosen color your opponents control.

**Charisma**  
Enchant Creature  
Whenever enchanted creature deals damage to a creature, you control that creature as long as Charisma remains in play.

**Chill**

Creature — Soldier  
4/3  
Flying. 1 ♦: Remove the top card of your library from the game. Until end of turn, you may play that card as though it were in your hand.

(Reveal the card as you remove it from the game.)

**Chilling**  
Enchantment  
Red spells cost 2 more to play.

**Claw of Mists**

Enchant Creature  
Enchanted creature is unblockable.

**Cloud of Faeries**  
Creature — Faerie  
1/1  
Cycling 2. Flying. When Cloud of Faeries comes into play, if you played it from your hand, untap up to two lands.

**Cloud Sprite**

Creature — Faerie  
1/1  
Flying. Cloud Sprite may block only creatures with flying.

**Cloud Cache**  
Sorcery  
Draw three cards, then put two cards from your hand both on top of your library or both on the bottom of your library.

**Coastal Piracy**

Enchantment  
Whenever a creature you control deals combat damage to an opponent, you may draw a card.

**Cloud Drift**  
Creature — Djinn  
5/5  
Cycling 2. Flying. At the beginning of your upkeep, sacrifice Drifting Djinn unless you pay 1.

**Archivist**

Creature — Wizard  
1/1  
♦: Draw a card.

**Emboss**  
Enchantment  
Nonland permanents don't untap during their controllers' untap steps. At the beginning of your upkeep, you lose 2 life.

**Attunement**

Enchantment  
Return Attunement to its owner's hand: Draw three cards, then discard four cards from your hand.

**Enchantment Alteration**  
Instant  
Move target enchantment from one creature to

**Aura Flux**

Enchantment

**Confiscate**

Enchant Permanent  
You control enchanted permanent.

4 ♦, ♦ another or from one land to another. (The new target must be legal.)

**Energy Field**

Enchantment  
Prevent all damage that would be dealt to you by sources you don't control. When a card is put into your graveyard, sacrifice Energy Field.

1 ♦, ♦

**Coral Merfolk**

Creature — Merfolk

2/1 US

**Counterspell**

Instant  
Counter target spell.

IA, TE, MM, 1E-4E, 5E-6E

**Cowardice**

Enchantment

3 ♦, ♦

Whenever a creature becomes the target of a spell or ability, return that creature to its owner's hand.

MM

**Curfew**

Instant  
Each player returns a creature he or she controls to its owner's hand.

US

**Customs Depot**

Enchantment

1 ♦, ♦

Whenever you play a creature spell, you may pay 1. If you do, draw a card, then discard a card from your hand.

MM

**Daring Apprentice**

Creature — Wizard

1 ♦, ♦

♦: Sacrifice Daring Apprentice: Counter target spell.

MR, 6E

**Darting Merfolk**

Creature — Merfolk

1 ♦, ♦

♦: Return Darting Merfolk to its owner's hand.

MM

**Deflection**

Instant

IA, 5E-6E

Target spell with a single target targets another target instead.

3 ♦, ♦

**Dehydration**

Enchant Creature

MM

Enchanted creature doesn't untap during its controller's untap step.

MM

**Delusions of Mediocrity**

Enchantment

3 ♦, ♦

When Delusions of Mediocrity comes into play, you gain 10 life. When Delusions of Mediocrity leaves play, you lose 10 life.

UL

**Desertion**

Instant

3 ♦, ♦

Counter target spell. If it's an artifact or creature card, put it into play under your control instead of into its owner's graveyard.

VI, 6E

**Diminishing Returns**

Sorcery

2 ♦, ♦

Each player shuffles his or her hand and graveyard into his or her library. You remove the top ten cards of your library from the game. Then each player draws up to seven cards.

AL, 6E

**Diplomatic Escort**

Creature — Spellshaper

1 ♦, ♦

♦: Discard a card from your hand: Counter target spell or ability that targets a creature.

MM

**Diplomatic Immunity**

Enchant Creature

1 ♦, ♦

Enchanted creature can't be the target of spells or abilities. Diplomatic Immunity can't be the target of spells or abilities.

MM

**Disappear**

Enchant Creature

2 ♦, ♦

♦: Return enchanted creature and Disappear to their owners' hands.

UD

**Disruptive Student**

Creature — Wizard

2 ♦, ♦

♦: Counter target spell unless its controller pays 1.

US

**Donate**

Sorcery

2 ♦, ♦

Target player gains control of target permanent you control.

UD

**Douse**

Enchantment

2 ♦, ♦

1 ♦: Counter target red spell.

MM

**Drake Hatchling**

Creature — Drake

2 ♦, ♦

Flying. 1 ♦: Drake Hatchling gets +1/+0 until end of turn. Play this ability only once each turn.

MM

**Dream Cache**

Sorcery

2 ♦, ♦

Draw three cards, then put two cards from your hand both on top of your library or both on the bottom of your library.

MR, TE, 6E

**Drifting Djinn**

Creature — Djinn

4 ♦, ♦

Cycling 2. Flying. At the beginning of your upkeep, sacrifice Drifting Djinn unless you pay 1.

MM

**Embargo**

Enchantment

3 ♦, ♦

Nonland permanents don't untap during their controllers' untap steps. At the beginning of your upkeep, you lose 2 life.

MM

**Enchantment Alteration**

Instant

MM

Move target enchantment from one creature to

MM

**Glowing Anemone**

Creature — Beast

3 ♦, ♦

When Glowing Anemone comes into play, you may return target land to its owner's hand.

MM

**Great Whale**

Creature — Whale

5 ♦, ♦

When Great Whale comes into play, if you played it from your hand, untap up to seven lands.

US

**Gush**

Instant

4 ♦, ♦

You may return two islands you control to their owner's hand instead of paying Gush's mana cost. Draw two cards.

MM

**Harmattan Efreet**

Creature — Efreet

2 ♦, ♦

Flying. 1 ♦: Target creature gains flying until end of turn.

MM, RL

**Hermetic Study**

Enchant Creature

1 ♦, ♦

Enchanted creature has "♦: This creature deals 1 damage to target creature or player."

US

**Hibernation**

Instant

2 ♦, ♦

Return all green permanents to their owners' hands.

MM

**DK — The Dark**

FE — Fallen Empires

IA — Ice Age


**High Seas**

Enchantment  
Red creature spells and green creature spells cost 1 more to play.

**Hoodwind**

Instant

Return target artifact, enchantment, or land to its owner's hand.

**Horned Turtle**

Creature — Turtle

**Horseshoe Crab**

Creature — Crab

• Untap Horseshoe Crab.

**Illuminated Wings**

Enchant Creature

Enchanted creature has flying. 2, Sacrifice Illuminated Wings: Draw a card.

**Imaginary Pet**

Creature — Illusion

At the beginning of your upkeep, if you have a card in hand, return Imaginary Pet to its owner's hand.

**Indentured Djinn**

Creature — Djinn

Flying. When Indentured Djinn comes into play, each other player may draw up to three cards.

**Insight**

Enchantment

Whenever an opponent plays a green spell, you draw a card.

**Inspiration**

Instant

Target player draws two cards.

**Intervene**

Instant

Counter target spell that targets a creature.

**Iridescent Drake**

Creature — Drake

Flying. When Iridescent Drake comes into play, if you played it from your hand, return target enchant creature card from a graveyard to play.

(You control that enchantment.)

**Juxtapose**

Sorcery

You and target player exchange control of the creature you each control with the highest converted mana cost. Then exchange control of artifacts the same way. If two or more permanents a player controls are tied for highest cost, that player chooses one.

2 ♦ library instead of into that player's graveyard.  
HL, MR, 5E-6E

**Mental Discipline**

Enchantment

1 ♦ Discard a card from your hand: Draw a card.

**Merfolk of the Pearl Trident**

Creature — Merfolk

1E-6E, P1  
MM

**Metathran Elite**

Creature — Soldier

2 ♦ Metathran Elite is unblockable as long as it's enchanted.  
US

**Metathran Soldier**

Creature — Soldier

1 ♦ Metathran Soldier is unblockable.  
UD

**Miscalculation**

Instant

Cycling 2. Counter target spell unless its controller pays 2.

**Misdirection**

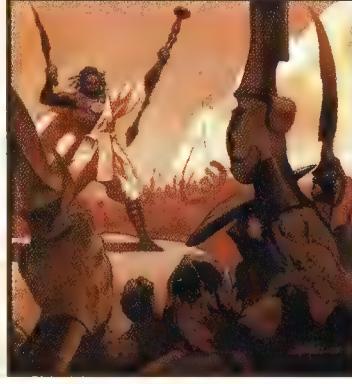
Instant

You may remove a blue card in your hand from the game instead of paying Misdirection's mana cost. Target spell with a single target targets another target instead.

MM

## THE SKY GOD

*Ramos was the ancient sky god of the indigenous people of Mercadia. The Ramosians are rebelling against Mercadian rule in the name of Ramos. The Ramosian ranks are filled with Charrim people, Sapazzans, and other native tribes.*


**Misstep**

Sorcery

Creatures target player controls don't untap during that player's next untap step.

**Morphling**

Creature — Shapeshifter

• Untap Morphling. ♦: Morphling gains flying until end of turn. ♦: Morphling can't be the target of spells or abilities until end of turn. 1 : Morphling gets +1/+1 until end of turn. 1 : Morphling gets -1/+1 until end of turn.

**Mystical Tutor**

Instant

Search your library for an instant or sorcery card and reveal that card. Shuffle your library, then put the card on top of it. •See Banned & Restricted, p. 92.

**Opportunity**

Instant

Target player draws four cards.

**Opposition**

Enchantment

Tap an untapped creature you control: Tap target artifact, creature, or land.

**Overtaker**

Creature — Spellshaper

3 ♦, ♦: Discard a card from your hand: Untap target creature and gain control of it until end of turn. That creature gains haste until end of turn.

**Palinchron**

Creature — Illusion

4/5 Flying. When Palinchron comes into play, if you played it from your hand, untap up to seven lands. 2 ♦, ♦: Return Palinchron to its owner's hand.

**Pendrell Drake**

Creature — Drake

2/3 Cycling 2. Flying.

**Pendrell Flux**

Enchant Creature

Enchanted creature has "At the beginning of your upkeep, sacrifice this creature unless you pay its mana cost."

**Peregrine Drake**

Creature — Drake

4/5 Flying. When Peregrine Drake comes into play, if you played it from your hand, untap up to five lands.

**Phantasmal Terrain**

Enchant Land

Enchanted land is a basic land type of your choice.

**Phantom Warrior**

Creature — Illusion

Phantom Warrior is unblockable.

**Polymorph**

Sorcery

Destroy target creature. It can't be regenerated. Its controller reveals cards from the top of his or her library until a creature card is revealed. The player puts that card into play and shuffles all other cards revealed this way into his or her library.

MR, GE

**Port Inspector**

Creature — Townsfolk

1 ♦ Whenever Port Inspector becomes blocked, you may look at defending player's hand.

MM

**Power Sink**

X ♦

Instant

Counter target spell unless its controller pays X. If he or she doesn't, that player taps all mana-producing lands he or she controls and empties his or her mana pool.

IA, MR, TE, US, 1E-4E, 5E-6E

**Power Taint**

1 ♦

Instant

Counter target spell unless its controller pays X. If he or she doesn't, that player taps all mana-producing lands he or she controls and empties his or her mana pool.

US

**Private Research**

Enchant Creature

At the beginning of your upkeep, you may put a page counter on Private Research. When enchanted creature is put into a graveyard, draw a card for each page counter on Private Research.

**Prodigal Sorcerer**

Creature — Wizard

♦: Prodigal Sorcerer deals 1 damage to target creature or player.

**Prosperity**

Sorcery

Each player draws X cards.

VI, GE, P1  
MM, GE

**Psychic Transfer**

Sorcery

If the difference between your life total and target player's life total is 5 or less, exchange life totals with that player.

MR, GE

**Psychic Venom**

1 ♦

Instant

Whenever enchanted land becomes tapped, Psychic Venom deals 2 damage to that land's controller.

1E-6E  
OX 6

**Quash**

2 ♦ ♦

Instant

Counter target instant or sorcery spell. Search its controller's graveyard, hand, and library for all copies of that card and remove them from the game. That player then shuffles his or her library.

MM, GE

**Raven Familiar**

Creature — Bird

Flying, echo. When Raven Familiar comes into play, look at the top three cards of your library. Put one of them into your hand and the rest on the bottom of your library in any order.

U 1/2

**Reyane, Academy Chancellor**

Creature — Wizard Legend

Whenever you or a permanent you control becomes the target of a spell or ability controlled by one of your opponents, you may draw a card, and if Reyane, Academy Chancellor is enchanted, you may draw another card.

UD  
2 ♦

**Rebuild**

Instant

Cycling 2. Return all artifacts to their owners' hands.

MM  
X X 6

**Recall**

Sorcery

Discard X cards from your hand, then return a card from your graveyard to your hand for each card discarded this way. Remove Recall from the game.

LE, CH, 5E-6E

**Recantation**

Enchantment

At the beginning of your upkeep, you may put a verse counter on Recantation. • Sacrifice Recantation: Return up to X target permanents to their owners' hands, where X is the number of verse counters on Recantation.

US

**Relearn**

Sorcery

Return target instant or sorcery card from your graveyard to your hand.

WL, GE

**Remove Soul**

Instant

Counter target creature spell.

LE, CH, 5E-6E

**Rescind**

Instant

Cycling 2. Return target permanent to its owner's hand.

US

**Rescue**

Instant

Return target permanent you control to its owner's hand.

UD

**Rewind**

Instant

Counter target spell. Untap up to four lands.

US

**Rishadan Airship**

2 ♦

Creature — Pirate

3/1 Flying. Rishadan Airship may block only creatures with flying.

MM

**Rishadan Brigand**

4 ♦

Creature — Pirate

3/2 Flying. When Rishadan Brigand comes into play, each opponent sacrifices a permanent unless he or she pays 3.

Rishadan Cutpurse

2 ♦

Creature — Pirate

1/1 When Rishadan Cutpurse comes into play, each opponent sacrifices a permanent unless he or she pays 1.

MM

**Rishadan Footpad**

3 ♦

Creature — Pirate

2/2 When Rishadan Footpad comes into play, each opponent sacrifices a permanent unless he or she pays 2.

MM

**Sage Owl**

1 ♦

Creature — Bird

1/1 Flying. When Sage Owl comes into play, look at the top four cards of your library and put them back in any order.

WL, GE

**Sailmonger**

3 ♦

Creature — Monger

3/3 When Sailmonger comes into play, 2 : Target creature gains flying until end of turn. Any player may play this ability.

MM

**Sand Squid**

3 ♦

Creature — Beast

2/2 Islandwalk. You may choose not to untap Sand Squid during your untap step. ♦: Tap target creature. That creature does not untap during its controller's untap step as long as Sand Squid remains tapped.

MM

**Sandbar Merfolk**

1/1

Creature — Merfolk

2/2 Cycling 2.

**Sandbar Serpent**

4 ♦

Creature — Serpent

3/4 Cycling 2.

**Saprazzan Baillif**

3 ♦ ♦

Creature — Merfolk

2/2 When Saprazzan Baillif comes into play, remove all artifact and enchantment cards in all graveyards from the game. When Saprazzan Baillif leaves play, return all artifact and enchantment cards from all graveyards to their owners' hands.

MM

**Saprazzan Breaker**

4 ♦

Creature — Beast

3/3 Put the top card of your library into your graveyard. If that card is a land card, Saprazzan Breaker is unblockable this turn.

MM

**Saprazzan Heir**

1 ♦

Creature — Merfolk

1/1 Whenever Saprazzan Heir becomes blocked, you may draw three cards.

MM

**Saprazzan Legate**

3 ♦

Creature — Soldier

1/3 Flying. If an opponent controls a mountain and you control an island, you may play Saprazzan Legate without paying its mana cost.

MM

**Saprazzan Outrigger**

3 ♦

Creature — Ship

5/5 When Saprazzan Outrigger attacks or blocks, put it on top of its owner's library at end of combat.

MM

**Saprazzan Raider**

2 ♦

Creature — Merfolk

1/2 When Saprazzan Raider becomes blocked, return it to its owner's hand.

MM

**Scent of Brine**

1 ♦

Instant

Reveal any number of blue cards in your hand.

UD

Counter target spell unless its controller pays 1 for each card revealed this way.



<b>Sea Monster</b>	4	<b>Thieving Magpie</b>	2	<b>• Target creature loses flying, first strike, or trample until end of turn.</b>	Flying.  Add one mana of any color to your mana pool.
Creature — Serpent	6/6	Creature — Bird	1/3		1E-6E
Sea Monster can't attack unless defending player controls an island.		Flying. Whenever Thieving Magpie deals damage to an opponent, you draw a card.			
<b>Second Chance</b>	2	<b>Thornwind Faeries</b>	1	<b>• Wall of Air</b>	<b>Wall of Air</b>
Enchantment		Creature — Faerie	1/1	Creature — Wall	1
At the beginning of your upkeep, if you have 5 life or less, sacrifice Second Chance to take another turn after this one.	UL	Flying.  Thornwind Faeries deals 1 damage to target creature or player.	UL	Flying.	15
<b>Segovian Leviathan</b>	4	<b>Thwart</b>	2	<b>• War Tax</b>	<b>War Tax</b>
Creature — Serpent	3/3	Instant		X  : Creatures can't attack this turn unless their controller pays X for each attacking creature.	2
Islandwalk.	LE, 4E-6	You may return three islands you control to their owner's hand instead of paying Thwart's mana cost. Counter target spell.	MW		US
<b>Shoving Match</b>	2	<b>Tidal Bore</b>	1	<b>Waterfront Bouncer</b>	1
Instant		Instant		Creature — Spellshaper	1/1
Until end of turn, all creatures gain "• Tap target creature."		You may return an island you control to its owner's hand instead of paying Tidal Bore's mana cost. Tap or untap target creature.	MW	•,  Discard a card from your hand: Return target creature to its owner's hand.	MW
<b>Show and Tell</b>	2	<b>Tidal Kraken</b>	5	<b>Weatherseed Faeries</b>	2
Sorcery		Creature — Monster	6/6	Creature — Faerie	2/1
Each player may put an artifact, creature, enchantment, or land card from his or her hand into play.	IS	Tidal Kraken is unblockable.	MW	Flying, protection from red.	UL
<b>Sibilant Spirit</b>	5	<b>Tidal Surge</b>	1	<b>Wind Drake</b>	2
Creature — Spirit	5/6	Sorcery	SH, 6E, P1-P2	Creature — Drake	2/2
Flying. Whenever Sibilant Spirit attacks, defending player may draw a card.	IA, 5E-6E	Tap up to three target creatures without flying.		Flying.	TE, 6E, P1
<b>Sigil of Sleep</b>	6	<b>Time Spiral</b>	4	<b>Wind Spirit</b>	4
Enchant Creature		Sorcery		Creature — Spirit	3/2
Whenever enchanted creature deals damage to a player, return target creature that player controls to its owner's hand.	UD	Remove Time Spiral from the game. Each player shuffles his or her graveyard and hand into his or her library, then draws seven cards. You untap up to six lands. •See Banned & Restricted, p. 92.		Flying. Wind Spirit can't be blocked by only one creature.	IA, 5E-6E
<b>Slow Motion</b>	2	<b>Timid Drake</b>	2	<b>Windfall</b>	2
Enchant Creature		Creature — Drake	3/3	Sorcery	
At the beginning of the upkeep of enchanted creature's controller, that player sacrifices that creature unless he or she pays 2. When Slow Motion is put into a graveyard from play, return Slow Motion to its owner's hand.	UL	Flying. Whenever another creature comes into play, return Timid Drake to its owner's hand.	WL, MW	Each player discards his or her hand, then draws cards equal to the greatest number a player discarded this way. •See Banned & Restricted, p. 92.	
<b>Snaps</b>	1	<b>Tinker</b>	2	<b>Wizard Mentor</b>	2
Instant		Sorcery		Creature — Wizard	2/2
Return target creature to its owner's hand. Untap up to two lands.	UL	As an additional cost to play Tinker, sacrifice an artifact. Search your library for an artifact card and put that card into play. Then shuffle your library. •See Banned & Restricted, p. 92.		•,  Return Wizard Mentor and target creature you control to their owner's hand.	US
<b>Soldevi Sage</b>	1	<b>Tolarian Winds</b>	1	<b>Zephid</b>	4
Creature — Wizard	1/1	Instant		Creature — Illusion	3/4
• Sacrifice two lands: Draw three cards, then discard one of them.	AL,	Discard your hand, then draw many cards.	US	Flying. Zephid can't be the target of spells or abilities.	US
<b>Somnophore</b>	2	<b>Trade Routes</b>	1	<b>Zephid's Embrace</b>	2
Creature — Illusion	2/2	Enchantment		Enchant Creature	
Flying. Whenever Somnophore deals damage to a player, tap target creature that player controls. That creature doesn't untap during its controller's untap step as long as Somnophore remains in play.	US	1 : Return target land you control to its owner's hand. 1, Discard a land card from your hand: Draw a card.	MW	Enchanted creature gets +2/+2 and has flying. It can't be the target of spells or abilities.	IA, 5E-6E
<b>Soothsaying</b>	1	<b>Treachery</b>	3	<b>Zur's Weirding</b>	3
Enchantment		Enchant Creature		Enchantment	
3  : Shuffle your library.  : Look at the top X cards of your library and put them back in any order.		When Treachery comes into play, if you played it from your hand, untap up to five lands. You control enchanted creature.	UD	Players play with their hands revealed. If a player would draw a card, he or she reveals it instead. Then any other player may pay 2 life. If a player does, put that card into its owner's graveyard. If no one does, that player then draws the card.	
<b>Spell Blast</b>	1	<b>Turnabout</b>	2	<b>Abundance</b>	2
Instant		Instant		Enchantment	
Counter target spell with converted mana cost equal to X.	TE, 1E-6E	Tap or untap all artifacts, creatures, or lands target player controls.		If you would draw a card, you may instead choose land or nonland and reveal cards from the top of your library until you reveal a card of the chosen kind. Put that card into your hand and put all other cards revealed this way on the bottom of your library in any order.	
<b>Spire Owl</b>	1	<b>Unsummon</b>	1	<b>Arcidian</b>	1
Creature — Bird	1/1	Instant		Creature — Insect	2/4
Flying. When Spire Owl comes into play, look at the top four cards of your library, then put them back in any order.	US	Return target creature to its owner's hand.	1E-6E	Echo. Arcidian can't be the target of spells or abilities.	US
<b>Squeeze</b>	3	<b>Veil of Birds</b>	1	<b>Albino Troll</b>	1
Enchantment		Enchantment		Creature — Troll	3/3
Sorcery spells cost 3 more to play.	MW	When an opponent plays a spell, if Veil of Birds is an enchantment, Veil of Birds becomes a 1/1 Bird creature with flying.	US	Echo. 1 : Regenerate Albino Troll.	US
<b>Statecraft</b>	3	<b>Veiled Apparition</b>	1	<b>Anaconda</b>	3
Enchantment		Enchantment		Creature — Snake	3/3
Prevent all combat damage that would be dealt to and dealt by creatures you control.	MW	When an opponent plays a spell, if Veiled Apparition is an enchantment, Veiled Apparition becomes a 3/3 Illusion creature with flying. That creature has "At the beginning of your upkeep, sacrifice Veiled Apparition unless you pay 1 .	US	Swampwalk.	US, P1
<b>Stern Proctor</b>	1	<b>Veiled Crocodile</b>	2	<b>Ancestral Mask</b>	2
Creature — Wizard	1/2	Enchantment		Enchant Creature	
When Stern Proctor comes into play, return target artifact or enchantment to its owner's hand.		When a player has no cards in hand, if Veiled Crocodile is an enchantment, Veiled Crocodile becomes a 4/4 Crocodile creature.	U	Enchanted creature gets +2/+2 for each other enchantment in play.	MW
<b>Stinging Barrier</b>	2	<b>Veiled Sentry</b>	1	<b>Ancient Silverback</b>	4
Creature — Wall	0/4	Enchantment		Creature — Ape	6/5
•,  : Stinging Barrier deals 1 damage to target creature or player.	MM	•,  Regenerate Ancient Silverback.	UD	Draw a card for each creature you control.	MW
<b>Storm Crow</b>	1	<b>Veiled Serpent</b>	2	<b>Argothian Elder</b>	3
Creature — Bird	1/2	Enchantment		Creature — Elf	2/2
Flying.		2 : When an opponent plays a spell, if Veiled Serpent is an enchantment, Veiled Serpent becomes a 4/4 Serpent creature. It can't attack unless defending player controls an island.	U	•,  Untap two target lands	1
<b>Stroke of Genius</b>	X	<b>Vigilant Drake</b>	4	<b>Argothian Enchantress</b>	1
Instant		Enchantment		Creature — Enchantress	0/1
Target player draws X cards.	AL, 6E, P1	Flying. 2 : Untap Vigilant Drake.	3/3	Argothian Enchantress can't be the target of spells or abilities. Whenever you play an enchantment spell, draw a card.	U
<b>Sunder</b>	3	<b>Vodalian Soldiers</b>	1	<b>Argothian Swine</b>	3
Instant		Enchantment		Creature — Boar	3/3
Return all lands to their owners' hands.	US	Trample.		Trample.	US
<b>Telepathic Spies</b>	2	<b>Walking Sponge</b>	1	<b>Argothian Wurm</b>	3
Creature — Wizard	2/2	Enchantment		Creature — Wurm	6/6
When Telepathic Spies comes into play, look at target opponent's hand.	UD	Trample. When Argothian Wurm comes into play, any player may sacrifice a land. If a player does, put Argothian Wurm on top of its owner's library.	US	Trample. Whenever Argothian Wurm comes into play, any player may sacrifice a land. If a player does, put Argothian Wurm on top of its owner's library.	U
<b>Telepathy</b>	1	<b>Bifurcate</b>	3	<b>Birds of Paradise</b>	3
Enchantment		Enchantment		Creature — Bird	0/1
Your opponents play with their hands revealed.		Search your library for a copy of target creature card in play and put that card into play. Then shuffle your library.	MW		
<b>Temporal Adept</b>	1	<b>• Target creature loses flying, first strike, or trample until end of turn.</b>			
Creature — Wizard	1/1				
•,  : Return target permanent to its owner's hand.	UD				
<b>Thieving Magpie</b>	4				
Creature — Bird	1/3				
Flying. Whenever Thieving Magpie deals damage to an opponent, you draw a card.	UD				
<b>Thornwind Faeries</b>	1				
Creature — Faerie	1/1				
Flying.  Thornwind Faeries deals 1 damage to target creature or player.	UL				
<b>Thwart</b>	2				
Instant					
You may return three islands you control to their owner's hand instead of paying Thwart's mana cost. Counter target spell.	MW				
<b>Tidal Bore</b>	1				
Instant					
You may return an island you control to its owner's hand instead of paying Tidal Bore's mana cost. Tap or untap target creature.	MW				
<b>Tidal Kraken</b>	5				
Creature — Monster	6/6				
Tidal Kraken is unblockable.	MW				
<b>Tidal Surge</b>	1				
Sorcery					
Tap up to three target creatures without flying.	SH, 6E, P1-P2				
<b>Time Spiral</b>	4				
Sorcery					
Remove Time Spiral from the game. Each player shuffles his or her graveyard and hand into his or her library, then draws seven cards. You untap up to six lands. •See Banned & Restricted, p. 92.					
<b>Timid Drake</b>	2				
Creature — Drake	3/3				
Flying. Whenever another creature comes into play, return Timid Drake to its owner's hand.	WL, MW				
<b>Tinker</b>	2				
Sorcery					
As an additional cost to play Tinker, sacrifice an artifact. Search your library for an artifact card and put that card into play. Then shuffle your library. •See Banned & Restricted, p. 92.					
<b>Tolarian Winds</b>	1				
Instant					
Discard your hand, then draw many cards.	US				
<b>Trade Routes</b>	1				
Enchantment					
1 : Return target land you control to its owner's hand. 1, Discard a land card from your hand: Draw a card.	MW				
<b>Treachery</b>	3				
Enchant Creature					
When Treachery comes into play, if you played it from your hand, untap up to five lands. You control enchanted creature.	UD				
<b>Turnabout</b>	2				
Instant					
Tap or untap all artifacts, creatures, or lands target player controls.					
<b>Unsummon</b>	1				
Instant					
Return target creature to its owner's hand.	1E-6E				
<b>Veil of Birds</b>	1				
Enchantment					
When an opponent plays a spell, if Veil of Birds is an enchantment, Veil of Birds becomes a 1/1 Bird creature with flying.	US				
<b>Veiled Apparition</b>	1				
Enchantment					
When an opponent plays a spell, if Veiled Apparition is an enchantment, Veiled Apparition becomes a 3/3 Illusion creature with flying. That creature has "At the beginning of your upkeep, sacrifice Veiled Apparition unless you pay 1 .	US				
<b>Veiled Crocodile</b>	2				
Enchantment					
When a player has no cards in hand, if Veiled Crocodile is an enchantment, Veiled Crocodile becomes a 4/4 Crocodile creature.	U				
<b>Veiled Sentry</b>	1				
Enchantment					
When an opponent plays a spell, if Veiled Sentry is an enchantment, Veiled Sentry becomes an illusion creature with power and toughness each equal to that spell's converted mana cost.	U				
<b>Veiled Serpent</b>	2				
Enchantment					
Cycling. 2 : When an opponent plays a spell, if Veiled Serpent is an enchantment, Veiled Serpent becomes a 4/4 Serpent creature. It can't attack unless defending player controls an island.	U				
<b>Vigilant Drake</b>	4				
Creature — Drake	3/3				
Flying. 2 : Untap Vigilant Drake.	UL				
<b>Vodalian Soldiers</b>	1				
Creature — Merfolk	1/2				
<b>Walking Sponge</b>	1				
Creature — Sponge	1/1				
<b>Abundance</b>	2				
Enchantment					
If you would draw a card, you may instead choose land or nonland and reveal cards from the top of your library until you reveal a card of the chosen kind. Put that card into your hand and put all other cards revealed this way on the bottom of your library in any order.					
<b>Arcidian</b>	1				
Creature — Insect	2/4				
Echo. Arcidian can't be the target of spells or abilities.	US				
<b>Albino Troll</b>	1				
Creature — Troll	3/3				
Echo. 1 : Regenerate Albino Troll.	US				
<b>Anaconda</b>	3				
Creature — Snake	3/3				
Swampwalk.	US, P1				
<b>Ancestral Mask</b>	2				
Enchant Creature					
Enchanted creature gets +2/+2 for each other enchantment in play.	MW				
<b>Ancient Silverback</b>	4				
Creature — Ape	6/5				
•,  Regenerate Ancient Silverback.	UD				
<b>Argothian Elder</b>	3				
Creature — Elf	2/2				
•,  Untap two target lands	1				
<b>Argothian Enchantress</b>	1				
Creature — Enchantress	0/1				
Argothian Enchantress can't be the target of spells or abilities. Whenever you play an enchantment spell, draw a card.	U				
<b>Argothian Swine</b>	3				
Creature — Boar	3/3				
Trample.	US				
<b>Argothian Wurm</b>	3				
Creature — Wurm	6/6				
Trample. When Argothian Wurm comes into play, any player may sacrifice a land. If a player does, put Argothian Wurm on top of its owner's library.	US				
<b>Bifurcate</b>	3				
Sorcery					
Search your library for a copy of target creature card in play and put that card into play. Then shuffle your library.	MW				
<b>Birds of Paradise</b>	3				
Creature — Bird	0/1				
<b>Blanchwood Armor</b>	1				
Enchant Creature					
Enchanted creature gets +X/X, where X is the number of forests you control.	US				
<b>Blanchwood Trefolk</b>	4				
Creature — Trefolk	4/5				
<b>Bloated Toad</b>	2				
Creature — Toad	2/2				
Cycling. 2 : Protection from blue.					
<b>Boa Constrictor</b>	4				
Creature — Snake	3/3				
•,  Boa Constrictor gets +3/+3 until end of turn.					
<b>Briar Patch</b>	1				
Enchantment					
Whenever a creature attacks you, it gets -1/-0 until end of turn.					
<b>Bull Hippo</b>	3				
Creature — Hippo	3/3				
Islandwalk.	US, I				
<b>Call of the Wild</b>	2				
Enchantment					
2 : Reveal the top card of your library. If it's a creature card, put it into play. Otherwise, put it into your graveyard.	WL, 6E				
<b>Caller of the Hunt</b>	2				
Creature — Lord					
As you play Caller of the Hunt, choose a creature type. Caller of the Hunt's power and toughness are each equal to the number of creatures in play of the chosen type.					
<b>Carpet of Flowers</b>	1				
Enchantment					
At the beginning of your pre-combat main phase, you may add up to X mana of any one color to your mana pool, where X is the number of islands target opponent controls.					
<b>Cat Warriors</b>	1				
Creature — Cat Warrior					
Forestwalk.	LE, CH, 5E-6E				
<b>Caustic Wasps</b>	2				
Creature — Insect					
Flying. Whenever Caustic Wasps deals combat damage to a player, you may destroy target artifact that player controls.					
<b>Cave Tiger</b>	2				
Creature — Cat					
Whenever Cave Tiger becomes blocked, it gets +1/+1 until end of turn for each creature blocking it.					
<b>Child of Gaea</b>	3				
Creature — Elemental					
Trample. At the beginning of your upkeep, sacrifice Child of Gaea unless you pay 1 .					
Regenerate Child of Gaea.					
<b>Citauul Centaurs</b>	3				
Creature — Centaur					
Echo. Citauul Centaurs can't be the target of spells or abilities.					
<b>Citanul Hierophants</b>	3			</	



Discard a card from your hand: Prevent all combat damage that would be dealt this turn. MM

**Deadly Insect**

Creature — Insect  
Deadly Insect can't be the target of spells or abilities.

**Fecundity**

Enchantment  
Whenever a creature is put into a graveyard from play, that creature's controller may draw a card. US

**Femeref Archers**

Creature — Soldier  
 Femeref Archers deals 4 damage to target attacking creature with flying. MM

**Ferocity**

Enchant Creature  
Whenever enchanted creature blocks or becomes blocked, you may put a +1/+1 counter on it. MM

**Fertile Ground**

Enchant Land  
Whenever enchanted land is tapped for mana, it produces an additional one mana of any color. US

**Fog**

Instant  
Prevent all combat damage that would be dealt this turn. MM

**Deepwood Drummer**

Creature — Spellshaper  
 Discard a card from your hand: Target creature gets +2/+2 until end of turn. MM

**Deepwood Elder**

Creature — Spellshaper  
 Discard a card from your hand: X target lands become forests until end of turn. MM

**Deepwood Tantiv**

Creature — Beast  
Whenever Deepwood Tantiv becomes blocked, you gain 2 life. MM

**Deepwood Wolverine**

Creature — Wolverine  
Whenever Deepwood Wolverine becomes blocked, it gets +2/+0 until end of turn. MM

**Defense of the Heart**

Enchantment  
At the beginning of your upkeep, if an opponent controls three or more creatures, sacrifice Defense of the Heart to search your library for up to two creature cards and put those creatures into play. Then shuffle your library. MM

**Dense Foliage**

Enchantment  
Creatures can't be the targets of spells. WL, GE

**Deranged Hermit**

Creature — Elf  
 Echo. When Deranged Hermit comes into play, put four 1/1 green Squirrel creature tokens into play. All Squirrels get +1/+1. UL

**Desert Twister**

Sorcery  
Destroy target permanent. AN, MM, SE-51

**Early Harvest**

Instant  
Target player untaps all basic lands he or she controls. MR, GE

**Elder Druid**

Creature — Cleric  
 Tap or untap target artifact, creature, or land. IA, SE-6E

**Elven Cache**

Sorcery  
Return target card from your graveyard to your hand. VI, GE, P1

**Elven Riders**

Creature — Elf  
Elven Riders can't be blocked except by creatures with flying and/or Walls. LE

**Elvish Archers**

Creature — Elf  
First strike. 1E-6E

**Elvish Herder**

Creature — Elf

Target creature gains trample until end of turn. US

**Elvish Lookout**

Creature — Elf  
Elvish Lookout can't be the target of spells or abilities. 1/1

**Elvish Lyrist**

Creature — Elf

Sacrifice Elvish Lyrist: Destroy target enchantment. US

**Elvish Piper**

Creature — Elf  
 Put a creature card from your hand into play. MR

**Emperor Crocodile**

Creature — Crocodile  
When you control no other creatures, sacrifice Emperor Crocodile. 5/5

**Endless Wurm**

Creature — Wurm  
Trample. At the beginning of your upkeep, sacrifice Endless Wurm unless you sacrifice an enchantment. 9/9

**Eritzhon**

Creature — Beast  
Whenever Eritzhon attacks, put a +1/+1 counter on target creature of defending player's choice. TAT

**Exploration**

Enchantment  
You may play an additional land each turn. GS

**Fallow Earth**

Sorcery  
Put target land on top of its owner's library. MR, GE

**Familiar Ground**

Enchantment  
Each creature you control can't be blocked by more than one creature. WL, GE



Sacrifice Giant Caterpillar: Put a 1/1 green Butterfly creature token with flying into play at end of turn. VI, MM

**Giant Growth**

Instant  
Target creature gets +3/+3 until end of turn. IA, 1E-6E

**Giant Spider**

Creature — Spider  
Giant Spider may block as though it had flying. 1E-6E, P1

**Goliath Beetle**

Creature — Insect  
Trample. 2

**Gorilla Chieftain**

Creature — Ape  
 Regenerate Gorilla Chieftain. 3/3

**Gorilla Warrior**

Creature — Ape  
 Regenerate Gorilla Warrior. 2

**Horned Troll**

Creature — Troll  
 Regenerate Horned Troll. 3/3

**Howling Wolf**

Creature — Wolf  
When Howling Wolf comes into play, you may search your library for up to three Howling Wolf cards, reveal them, and put them into your hand. If you do, shuffle your library. 2

**Hunted Stag**

Enchantment  
Whenever an opponent plays a land, if Hunted Stag is an enchantment, Hunted Stag becomes a 3/3 Beast creature. Whenever you play a land, if Hunted Stag is a creature, Hunted Stag becomes an enchantment. US

**Hunting Moa**

Creature — Beast  
Echo. Whenever Hunting Moa comes into play or is put into a graveyard from play, put a +1/+1 counter on target creature. 2, 1A, 1E-5E, GE, P1-P2

**Hush**

Sorcery  
Cycling 2. Destroy all enchantments. 3

**Invigorate**

Instant  
If you control a forest, you may have an opponent gain 3 life instead of paying Invigorate's mana cost. Target creature gets +4/+4 until end of turn. MM

**Ivy Seer**

Creature — Wizard  
 Reveal any number of green cards in your hand. Target creature gets +X/X until end of turn, where X is the number of cards revealed this way. 1/1

**Land Grant**

Sorcery  
If you have no land cards in hand, you may reveal your hand instead of paying Land Grant's mana cost. Search your library for a forest card and put that card into your hand. Then shuffle your library. MM

**Ley Line**

Enchantment  
At the beginning of each player's upkeep, that player may put a +1/+1 counter on target creature. 3

**Living Lands**

Enchantment  
All forests are 1/1 creatures that are still lands. 3

**Llanowar Elves**

Creature — Elf  
 Add ♠ to your mana pool. 1/1

**Lone Wolf**

Creature — Wolf  
Lone Wolf may deal its combat damage to defending player as though it weren't blocked. 2, P2

**Lull**

Instant  
Cycling 2. Prevent all combat damage that would be dealt this turn. US

**Lumbering Satyr**

Creature — Beast  
All creatures gain forestwalk. 2

**Lure**

Enchant Creature  
All creatures able to block enchanted creature do so. 1

**Magnify**

Instant  
All creatures get +1/+1 until end of turn. UD

**Marker Beetles**

Creature — Insect  
When Marker Beetles is put into a graveyard from play, target creature gets +1/+1 until end of turn. 1/2

**Maro**

Creature — Elemental  
Maro's power and toughness are each equal to the number of cards in your hand. MR, GE

**Megatherium**

Creature — Beast  
Trample. When Megatherium comes into play. 2

**Mercadian Masques**

Creature — Beast  
Trample. 4/4

**Mercadian Masques**

Creature — Beast  
Silver—Uncommon

**Mercadian Masques**

Creature — Beast  
Gold—Rare



sacrifice it unless you pay 1 for each card in your hand.

### Midsunmer Revel

Enchantment

At the beginning of your upkeep, you may put a verse counter on Midsunmer Revel. ♠ Sacrifice Midsunmer Revel: Put X/3 green Beast creature tokens into play, where X is the number of verse counters on Midsunmer Revel.

### Might of Oaks

Instant

Target creature gets +7/+7 until end of turn.

UL

### Momentum

Enchant Creature

At the beginning of your upkeep, you may put a growth counter on Momentum. Enchanted creature gets +1/+1 for each growth counter on Momentum.

UD

### Multani, Maro-Sorcerer

Creature — Legend

Multani, Maro-Sorcerer can't be the target of spells or abilities. Multani's power and toughness are each equal to the total number of cards in all players' hands.

UL

### Multani's Acolyte

Creature — Elf

Echo. When Multani's Acolyte comes into play, draw a card.

2/1

### Multani's Decree

Sorcery

Destroy all enchantments. You gain 2 life for each enchantment destroyed this way.

UD

### Multani's Presence

Enchantment

Whenever a spell you play is countered, draw a card.

UL

### Natural Affinity

Instant

All lands become 2/2 creatures until end of turn.

MM

They still count as lands.

MM

### Nature's Resurgence

Sorcery

Each player draws cards equal to the number of creature cards in his or her graveyard.

WL, 6E

### Pangosaur

Creature — Lizard

Whenever a player plays a land, return Pangosaur to its owner's hand.

MM

### Panther Warriors

Creature — Cat Warrior

Creature — Cat Warrior

6/3

VI, 6E, P1

### Pattern of Rebirth

Enchant Creature

When enchanted creature is put into a graveyard from play, that creature's controller may search his or her library for a creature card and put that card into play. If that player does, he or she then shuffles his or her library.

UD

### Plated Spider

Creature — Spider

Plated Spider may block as though it had flying.

UD

### Plow Under

Sorcery

Put two target lands on top of their owner's library.

UL

### Pouncing Jaguar

Creature — Cat

Echo.

2/2

### Pradesh Gypsies

Creature — Gypsy

1 ♠: Target creature gets -2/-0 until end of turn.

1/1

LE, 4E-6E

### Priest of Titania

Creature — Elf

♂: Add ♠ to your mana pool for each Elf in play.

US

### Radjan Spirit

Creature — Spirit

♂: Target creature loses flying until end of turn.

3/2

LE, 4E-6E

### Rampant Growth

Sorcery

Search your library for a basic land card and put that card into play tapped. Then shuffle your library.

MR, TE, 6E

### Rancor

Enchant Creature

Enchanted creature gets +2/+0 and has trample. When Rancor is put into a graveyard from play, return Rancor to its owner's hand.

UL

### Redwood Treefolk

Creature — Treefolk

Creature — Treefolk

3/6

WL, 6E, P1

### Regeneration

Enchant Creature

♂: Regenerate enchanted creature.

IA, MR, 1E-6E

### Rejuvenate

Sorcery

Cycling 2. You gain 6 life.

US

### Repopulate

Instant

Cycling 2. Shuffle all creature cards from target player's graveyard into that player's library.

### Retaliation

Enchantment

Creatures you control have "Whenever this creature becomes blocked, it gets +1/+1 until end of turn for each creature blocking it."

UL

### Revive

Sorcery

Return target green card from your graveyard to your hand.

MM

### River Boa

Creature — Snake

Islandwalk. ♠: Regenerate River Boa.

VI, GE

### Rofellos, Llanowar Emissary

Creature — Elf Legend

♂: Add one green mana to your mana pool for each forest you control.

UD

### Rofellos's Gift

Sorcery

Reveal any number of green cards in your hand. Return an enchantment card from your graveyard to your hand for each card revealed this way.

UD

### Roven

Enchantment

Reveal the first card you draw each turn. Whenever you reveal a basic land card this way, draw a card.

2 ♪

### Rushwood Dryad

Creature — Dryad

Forestwalk.

MM

### Rushwood Elemental

Creature — Elemental

Trample. At the beginning of your upkeep, you may put a +1/+1 counter on Rushwood Elemental.

4/4

### Rushwood Herbalist

Creature — Spellshaper

♂, Discard a card from your hand: Regenerate target creature.

MM

### Rushwood Legate

Creature — Dryad

If an opponent controls an island and you control a forest, you may play Rushwood Legate without paying its mana cost.

MM

### Sabre Ants

Creature — Insect

Whenever Saber Ants is dealt damage, you may put that many 1/1 green Insect creature tokens into play.

MM

### Sacred Prey

Creature — Beast

When Sacred Prey becomes blocked, you gain 1 life.

MM

### Scaled Wurm

Creature — Wurm

♂, Discard a card from your hand: Regenerate target creature.

7/6

IA, 5E-6E

### Scent of Ivy

Instant

Reveal any number of green cards in your hand. Target creature gets +X/+X until end of turn, where X is the number of cards revealed this way.

MM

### Shanodin Dryads

Creature — Dryad

Forestwalk.

1E-6E

### Silk Net

Instant

Target creature gets +1/+1 and may block as though it had flying until end of turn.

UL

### Silverslade Elemental

Creature — Elemental

When Silverslade Elemental comes into play, you may search your library for a forest card and put that card into play. If you do, shuffle your library.

4/4

### Silverslade Pathfinder

Creature — Spellshaper

1 ♠, ♂, Discard a card from your hand: Search your library for a basic land card and put that card into play tapped. Then shuffle your library.

MM

### Simian Grunts

Creature — Ape

You may play Simian Grunts any time you could play an instant. Echo.

3/4

### Snake Pit

Enchantment

Whenever an opponent plays a blue or black spell, you may put a 1/1 green Snake creature token into play.

UL

### Snorting Gahr

Creature — Beast

Whenever Snorting Gahr becomes blocked, it gets +2/+2 until end of turn.

3/3

### Spidersilk Armor

Enchantment

Creatures you control get +0/+1 and may block as though they had flying.

MM

### Tranquil Grove

Enchantment

♂: Destroy all other enchantments.

WL, 6E

### Tranquility

Sorcery

Destroy all enchantments.

TE, MM, 1E-6E

### Trefoil Mystic

Creature — Trefolk

Whenever a creature blocks or becomes blocked by Trefoil Mystic, destroy all enchantments on that creature.

2/4

### Trefolk Seedlings

Creature — Trefolk

Trefolk Seedlings's toughness is equal to the number of forests you control.

US

### Treetop Rangers

Creature — Elf

Treetop Rangers can't be blocked except by creatures with flying.

2/2

### Uktabi Orangutan

Creature — Ape

When Uktabi Orangutan comes into play, destroy target artifact.

2/2

### Uktabi Wildcats

Creature — Cat Warrior

Uktabi Wildcats's power and toughness are each equal to the number of forests you control.

4/4

### Unseen Walker

Creature — Dryad

Unseen Walker gains forest-walk until end of turn.

1/1

### Untamed Wilds

Sorcery

Search your library for a basic land card and put that card into play. Then shuffle your library.

1E, 4E-6E, P1, P2

### Venomous Breath

Instant

At end of combat, destroy all creatures that were blocked or were blocked by target creature this turn.

IA, MM

### Venomous Dragonfly

Creature — Insect

Flying. Whenever Venomous Dragonfly blocks or becomes blocked by a creature, destroy that creature at end of combat.

MM

### Venomous Fangs

Enchant Creature

Whenever enchanted creature deals damage to a creature, destroy that creature.

US

### Verdurian Enchantress

Creature — Wizard

Whenever you play an enchantment spell, you may draw a card.

0/2

### Vernal Bloom

Enchantment

Whenever a forest is tapped for mana, it produces an additional ♠.

US

### Vernal Equinox

Enchantment

Any player may play creature and enchantment spells any time he or she could play an instant.

MM

### Vine Dryad

Creature — Dryad

Vine Dryad: You may play Vine Dryad any time you could play an instant. You may remove a green card in your hand from the game instead of paying Vine Dryad's mana cost.

1/3

### Vine Trellis

Creature — Wall

♂: Add one green mana to your mana pool.

MM

### Vitalize

Instant

Untap all creatures you control.

WL, 6E

### Waiting in the Weeds

Sorcery

Each player puts a 1/1 green Cat creature token into play for each untapped forest he or she controls.

1/1

### War Dance

Enchantment

At the beginning of your upkeep, you may put a +1/+1 counter on War Dance.

US

### Warthog

Creature — Warthog

Swampwalk.

3/2

### Weatherseed Elf

Creature — Elf

♂: Target creature gains forestwalk until end of turn.

UL

### Weatherseed Treefolk

Creature — Trefolk

Trample. When Weather

Whenever enchanted land is tapped for mana, it produces an additional ♠.

IA, 1E-6E

**Forest**

Land

♂: Add ♠ to your mana pool.

IA, MR, TE, US, MM, 1E-6E, P1-P2

**Fountain of Cho**

Land

Fountain of Cho comes into play tapped. ♂: Put a storage counter on Fountain of Cho. ♀: Remove any number of storage counters from Fountain of Cho: Add one white mana to your mana pool for each storage counter removed this way.

MM

**Gaea's Cradle**

Legendary Land

♂: Add ♠ to your mana pool for each creature you control. •See Banned &amp; Restricted, p. 92.

US

**Ghitu Encampment**

Land

Ghitu Encampment comes into play tapped. ♂: Add one red mana to your mana pool. 1 ♡: Ghitu Encampment becomes a 2/1 red creature with first strike until end of turn. This creature still counts as a land.

UI

**Havenwood Battleground**

Land

Havenwood Battleground comes into play tapped. ♂: Add ♠ to your mana pool. ♀: Sacrifice Havenwood Battleground: Add ♠ to your mana pool.

FE, 5E-6E

**Rushwood Grove**

Land

Rushwood Grove comes into play tapped. ♂: Add \* to your mana pool. ♀: Sacrifice Ruins of Trokair: Add \*\* to your mana pool.

FE, LL, FE

**Ruins of Trokair**

Land

Ruins of Trokair comes into play tapped. ♂: Add \* to your mana pool. ♀: Sacrifice Ruins of Trokair: Add \*\* to your mana pool.

FE, LL, FE

**Thran Quarry**

Land

At end of turn, if you control no creatures, sacrifice Thran Quarry. ♀: Add one mana of any color to your mana pool.

US

**Tolarian Academy**

Legendary Land

♂: Add ♦ to your mana pool for each artifact you control. •See Banned &amp; Restricted, p. 92.

US

**Tower of the Magistrate**

Land

♂: Add one colorless mana to your mana pool. 1 ♡: Target creature gains protection from artifacts until end of turn.

MM

**Treetop Village**

Land

Treetop Village comes into play tapped. ♂: Add one green mana to your mana pool. 1 ♡: Treetop Village becomes a 3/3 green creature with trample until end of turn. This creature still counts as a land.

UI

**Underground River**

Land

♂: Add one colorless mana to your mana pool. ♀: Add ♦ or ♠ to your mana pool. Underground River deals 1 damage to you.

IA, 5E-6E

**Yavimaya Hollow**

Legendary Land

♂: Add one colorless mana to your mana pool. ♡: Regenerate target creature.

UD

**LANDS****Adarkar Wastes**

Land

♂: Add one colorless mana to your mana pool. ♀: Add \* or ♦ to your mana pool. Adarkar Wastes deals 1 damage to you.

IA, 5E-6E

**Blasted Landscape**

Land

Cycling 2. ♂: Add one colorless mana to your mana pool.

US

♂: Add ♠ or \* to your mana pool. Blasted Landscape deals 1 damage to you.

IA, 5E-6E

**Brushland**

Land

♂: Add one colorless mana to your mana pool. ♀: Add ♠ or \* to your mana pool. Brushland deals 1 damage to you.

IA, 5E-6E

**City of Brass**

Land

Whenever City of Brass becomes tapped, it deals 1 damage to you. ♀: Add one mana of any color to your mana pool.

AN, CH, 5E-6E

**Crystal Vein**

Land

♂: Add one colorless mana to your mana pool. ♀: Sacrifice Crystal Vein: Add two colorless mana to your mana pool.

MR, OF

**Drifting Meadow**

Land

Cycling 2. Drifting Meadow comes into play tapped. ♂: Add \* to your mana pool.

US

♂: Add ♠ or \* to your mana pool. Drifting Meadow is a land: Destroy target nonbasic land.

MM

**Dwarven Ruins**

Land

Dwarven Ruins comes into play tapped. ♂: Add ♠ to your mana pool. ♀: Sacrifice Dwarven Ruins: Add ♠ to your mana pool.

FE, LL, UL

**Ebon Stronghold**

Land

Ebon Stronghold comes into play tapped. ♂: Add ♠ to your mana pool. ♀: Sacrifice Ebon Stronghold: Add ♠ to your mana pool.

FE, LL, UL

**Faerie Conclave**

Land

Faerie Conclave comes into play tapped. ♂: Add one blue mana to your mana pool. 1 ♡: Faerie Conclave becomes a 2/1 blue creature with flying until end of turn. This creature still counts as a land.

UL

**Forbidding Watchtower**

Land

Forbidding Watchtower comes into play tapped. ♂: Add one white mana to your mana pool.

US

1 \*: Forbidding Watchtower becomes a 1/5 white creature until end of turn. This creature still counts as a land.

UL

**Forest**

Land

♂: Add ♠ to your mana pool.

IA, MR, TE, US, MM, 1E-6E, P1-P2

**Fountain of Cho**

Land

Fountain of Cho comes into play tapped. ♂: Put a storage counter on Fountain of Cho. ♀: Remove any number of storage counters from Fountain of Cho: Add one white mana to your mana pool for each storage counter removed this way.

MM

**Gaea's Cradle**

Legendary Land

♂: Add ♠ to your mana pool for each creature you control. •See Banned &amp; Restricted, p. 92.

US

**Ghitu Encampment**

Land

Ghitu Encampment comes into play tapped. ♂: Add one red mana to your mana pool. 1 ♡: Ghitu Encampment becomes a 2/1 red creature with first strike until end of turn. This creature still counts as a land.

UI

**Havenwood Battleground**

Land

Havenwood Battleground comes into play tapped. ♂: Add ♠ to your mana pool. ♀: Sacrifice Havenwood Battleground: Add ♠ to your mana pool.

FE, 5E-6E

**Rushwood Grove**

Land

Rushwood Grove comes into play tapped. ♂: Put a storage counter on Rushwood Grove.

MM

**Ruins of Trokair**

Land

Ruins of Trokair comes into play tapped. ♂: Add \* to your mana pool. ♀: Sacrifice Ruins of Trokair: Add \*\* to your mana pool.

FE, LL, FE

**Thran Quarry**

Land

At end of turn, if you control no creatures, sacrifice Thran Quarry. ♀: Add one mana of any color to your mana pool.

US

**Tolarian Academy**

Legendary Land

♂: Add ♦ to your mana pool for each artifact you control. •See Banned &amp; Restricted, p. 92.

US

**Tower of the Magistrate**

Land

♂: Add one colorless mana to your mana pool. 1 ♡: Target creature gains protection from artifacts until end of turn.

MM

**Treetop Village**

Land

Treetop Village comes into play tapped. ♂: Add one green mana to your mana pool. 1 ♡: Treetop Village becomes a 3/3 green creature with trample until end of turn. This creature still counts as a land.

UI

**Underground River**

Land

♂: Add one colorless mana to your mana pool. ♀: Add ♦ or ♠ to your mana pool. Underground River deals 1 damage to you.

IA, 5E-6E

**Yavimaya Hollow**

Legendary Land

♂: Add one colorless mana to your mana pool. ♡: Regenerate target creature.

UD

**THE SAPRAZZANS***Ruled by the vizier, Saprazzo is the central city of**Mercadia's enlightened mer-**folk culture. The Sapazzans**don't get along very well**with the Mercadians. They**do, however, get along very**well with the Cho-Arrim.**There are even a few**Sapazzans who fight beside the Ramosians.***RED****About Face**

Instant

Switch target creature's power and toughness until end of turn. Effects that alter the creature's power alter its toughness instead, and vice versa, this turn.

UL

**Acidic Soil**

Sorcery

Acidic Soil deals to each player damage equal to the number of lands he or she controls.

US

**Æther Flash**

Enchantment

Whenever a creature comes into play, Æther Flash deals 2 damage to it.

WL, 6E

**Æther Sting**

Enchantment

Whenever an opponent plays a creature spell, Æther Sting deals 1 damage to that player.

UD

**Anaba Bodyguard**

Creature — Minotaur

First strike.

HL, 6E

**Anaba Shaman**

Creature — Minotaur

2 / 2: Anaba Shaman deals 1 damage to target creature or player.

HL, 6E

**Antagonism**

Enchantment

At the end of each player's turn, Antagonism deals 2 damage to that player unless one of his or her opponents was dealt damage that turn.

US

**Arc Lightning**

Sorcery

Arc Lightning deals 3 damage divided as you choose among any number of target creatures and/or players.

US

**Arms Dealer**

Creature — Goblin

1 ♡, Sacrifice a Goblin: Arms Dealer deals 4 damage to target creature.

MM

**Avalanche Riders**

Creature — Nomad

Haste, echo. When Avalanche Riders comes into play, destroy target land.

UL

IA, MR, TE, US, MM, 1E-6E, P1-P2

**HL—Homelands****VI—Visions****AL—Alliances****WL—Weatherlight****MR—Mirage****TE—Tempest****SH—Stronghold****EX—Exodus****US—Urza's Saga****UL—Urza's Legacy****UD—Urza's Destiny****MM—Mercadian Masques****Black—Common****Silver—Uncommon****Gold—Rare**


**Balduvian Barbarians**

Creature — Barbarian

**1** **Close Quarters**

Enchantment

Whenever a creature you control becomes

blocked, Close Quarters deals 1 damage to target

creature or player.

Whenever Balduvian Horde comes into play, sacrifice

**IA, 6E**
**2**
**5/5**

Balduvian Horde unless you discard a card at ran-

dom from your hand.

**AI, 6E**
**Balduvian Horde**

Creature — Barbarian

**2**
**5/5**

When Balduvian Horde comes into play, sacrifice

Balduvian Horde unless you discard a card at ran-

dom from your hand.

**Battle Rampart**

Creature — Wall

**2**
**1/3**

Target creature gains haste until end of turn.

**MM**
**Battle Squadron**

Creature — Ship

**3**
**\***

Flying. Battle Squadron's power and toughness are

each equal to the number of creatures you control.

**MM**
**Bedlam**

Enchantment

Creatures can't block.

**2**
**US**
**Blaster Mage**

Creature — Spellshaper

**2**
**2/2**

Discard a card from your hand: Destroy tar-

get Wall.

**MM**
**Blaze**

Sorcery

Blaze deals X damage to target creature or player.

**6E, P1-P2**
**Blood Hound**

Creature — Hound

**2**
**1/1**

Whenever you're dealt damage, you may put that

many +1/+1 counters on Blood Hound. At the end

of your turn, remove all +1/+1 counters from

Blood Hound.

**MM**
**Blood Oath**
**3**

Instant

Choose a card type. Target opponent reveals his or

her hand. Blood Oath deals 3 damage to that player

for each card of the chosen type revealed this

way. (The card types are artifact, creature,

enchantment, instant, land, and sorcery.)

**MM**
**Bloodshot Cyclops**

Creature — Giant

**4/4**

Discard a creature: Bloodshot Cyclops deals X

damage to target creature or player, where X is the

sacrificed creature's power.

**UD**
**Boil**

Instant

Destroy all islands.

**TE, 6E**
**Brand**

Instant

Cycling 2. Gain control of all permanents you

own.

**US**
**Bravado**

Enchant Creature

Enchanted creature gets +1/+1 for each other

creature you control.

**US**
**Brawl**

Instant

Until end of turn, all creatures gain "This crea-

ture deals damage equal to its power to target

creature."

**MM**
**Bulwark**
**3**

Enchantment

At the beginning of your upkeep, Bulwark deals to

target opponent damage equal to the number of

cards in your hand greater than the number of

cards in his or her hand.

**US**
**Burrowing**

Enchant Creature

Enchanted creature has mountainwalk.

**1E-4E, 6E**
**Cave Sense**
**1**

Enchant Creature

Enchanted creature gets +1/+1 and has moun-

tainwalk.

**MM**
**Cave-In**

Sorcery

You may remove a red card in your hand from the

game instead of paying Cave-In's mana cost.

Cave-In deals 2 damage to each creature and

each player.

**MM**
**Cavern Crawler**

Creature — Insect

**2**
**0/3**

Mountainwalk. : Cavern Crawler gets +1/-1 until

end of turn.

**MM**
**Ceremonial Guard**

Creature — Soldier

**3/4**

When Ceremonial Guard attacks or blocks, destroy

it at end of combat.

**MM**
**Cinder Elemental**
**3**
**2/2**

x. : Sacrifice Cinder Elemental: Cinder

Elemental deals X damage to target creature or

player.

**MM**
**Cinder Seer**
**3**

Creature — Wizard

**1/1**

2. : Reveal any number of red cards in your

hand. Cinder Seer deals X damage to target crea-

ture or player, where X is the number of cards

revealed this way.

**MM**
**Close Quarters**

Enchantment

Whenever a creature you control becomes

blocked, Close Quarters deals 1 damage to target

creature or player.

**MM**
**Colos Yearling**

Creature — Beast

Mountainwalk. : Colos Yearling gets +1/+0 until

end of turn.

**UD**
**Conquer**

Enchant Land

You control enchanted land.

**MM**
**Crash**

Instant

You may sacrifice a mountain instead of paying

Crash's mana cost. Destroy target artifact.

**MM**
**Crash**

Creature — Beast

Echo. When Crater Hellion comes into play, it deals

4 damage to each other creature.

**MM**
**Crater Hellion**

Enchantment

Echo. When Crater Hellion comes into play, it deals

4 damage to each other creature.

**MM**
**Covetous Dragon**

Creature — Dragon

Flying. When you control no artifacts, sacrifice

Covetous Dragon.

**UD**
**Crag Saurian**

Creature — Lizard

Whenever Crag Saurian is dealt damage, the con-

troller of that damage's source gains control of

Crag Saurian.

**MM**
**Crash**

Instant

You may sacrifice a mountain instead of paying

Crash's mana cost. Destroy target artifact.

**MM**
**Crash**

Creature — Beast

Echo. When Crash comes into play, it deals

4 damage to each other creature.

**MM**
**Crash**

Instant

You may sacrifice a mountain instead of paying

Crash's mana cost. Destroy target artifact.

**MM**
**Crash**

Creature — Beast

Echo. When Crash comes into play, it deals

4 damage to each other creature.

**MM**
**Crash**

Instant

You may sacrifice a mountain instead of paying

Crash's mana cost. Destroy target artifact.

**MM**
**Crash**

Creature — Beast

Echo. When Crash comes into play, it deals

4 damage to each other creature.

**MM**
**Crash**

Instant

You may sacrifice a mountain instead of paying

Crash's mana cost. Destroy target artifact.

**MM**
**Crash**

Creature — Beast

Echo. When Crash comes into play, it deals

4 damage to each other creature.

**MM**
**Crash**

Instant

You may sacrifice a mountain instead of paying

Crash's mana cost. Destroy target artifact.

**MM**
**Crash**

Creature — Beast

Echo. When Crash comes into play, it deals

4 damage to each other creature.

**MM**
**Crash**

Instant

You may sacrifice a mountain instead of paying

Crash's mana cost. Destroy target artifact.

**MM**
**Crash**

Creature — Beast

Echo. When Crash comes into play, it deals

4 damage to each other creature.

**MM**
**Crash**

Instant

You may sacrifice a mountain instead of paying

Crash's mana cost. Destroy target artifact.

**MM**
**Crash**

Creature — Beast

Echo. When Crash comes into play, it deals

4 damage to each other creature.

**MM**
**Crash**

Instant

You may sacrifice a mountain instead of paying

Crash's mana cost. Destroy target artifact.

**MM**
**Crash**

Creature — Beast

Echo. When Crash comes into play, it deals

4 damage to each other creature.

**MM**
**Crash**

Instant

You may sacrifice a mountain instead of paying

Crash's mana cost. Destroy target artifact.

**MM**
**Crash**

Creature — Beast

Echo. When Crash comes into play, it deals

4 damage to each other creature.

**MM**
**Crash**

Instant

You may sacrifice a mountain instead of paying

Crash's mana cost. Destroy target artifact.

**MM**
**Crash**

Creature — Beast

Echo. When Crash comes into play, it deals

4 damage to each other creature.

**MM**
**Crash**

Instant

You may sacrifice a mountain instead of paying

Crash's mana cost. Destroy target artifact.

**MM**
**Crash**

Creature — Beast

Echo. When Crash comes into play, it deals

4 damage to each other creature.

**MM**
**Crash**

Instant

You may sacrifice a mountain instead of paying

Crash's mana cost. Destroy target artifact.

**MM**
**Crash**

Creature — Beast

Echo. When Crash comes into play, it deals

4 damage to each other creature.

**MM**
**Crash**




**Thieves' Auction**

Sorcery  
Set aside all permanents. You choose one of those cards and put it into play tapped under your control. Then your opponent chooses one and puts it into play tapped under his or her control. Repeat this process until all cards set aside this way have been chosen. (Local enchantments with no permanent to enchant remain removed from the game.)

4

**Wake of Destruction**

Sorcery  
Destroy target land and all lands with the same name as that land.

3

UD

**Wall of Fire**

Creature — Wall  
1   
0/5

1E-6E

TE, 6E, P1

2 \*

**War Cadence**

Enchantment  
X : Creatures can't block this turn unless their controller pays X for each blocking creature.

2 \*

MM

**Warmonger**

Creature — Monger  
3   
3/3  
2: Warmonger deals 1 damage to each creature without flying and each player. Any player may play this ability.

MM

3/3

MM

**Warpath**

Instant  
Warpath deals 3 damage to each blocking creature and each blocked creature.

MM

MM

**Wild Colos**

Creature — Beast  
Haste.

2 \*

MM

**Wild Jhovall**

Creature — Cat  
3   
3/3

MM

**Wildfire**

Sorcery  
Each player sacrifices four lands. Wildfire deals 4 damage to each creature.

4

US

**Word of Blasting**

Instant  
Destroy target Wall. It can't be regenerated. Word of Blasting deals damage equal to that Wall's converted mana cost to the Wall's controller.

1

IA MM 4

**Wyldefire**

Enchantment  
Untap target permanent.

MM

UL

**Capashen Knight**

Creature — Knight  
First strike. 1 \*: Capashen Knight gets +1/+0 until end of turn.

1 \*

UD

**Capashen Standard**

Enchant Creature  
Enchanted creature gets +1/+1. 2, Sacrifice Capashen Standard: Draw a card.

\*

MM

**Capashen Templar**

Creature — Knight  
\*: Capashen Templar gets +0/+1 until end of turn.

2 \*

UD

**Catastrophe**

Sorcery  
Destroy all lands or all creatures. Creatures destroyed this way can't be regenerated.

4 \*\*

US

**Cessation**

Enchant Creature  
Enchanted creature can't attack. When Cessation is put into a graveyard from play, return Cessation to its owner's hand.

1 \*

MM

**Charm Peddler**

Instant  
Creature — Spellshaper  
\*: Discard a card from your hand: The next time a source of your choice would deal damage to target creature this turn, prevent that damage.

2 \*

MM

**Charmed Griffin**

Instant  
Creature — Griffin  
Flying. When Charmed Griffin comes into play, each other player may put an artifact or enchantment card into play from his or her hand.

3 \*

MM

**Cho-Arrim Alchemist**

Instant  
Creature — Spellshaper  
1 \*: Discard a card from your hand: The next time a source of your choice would deal damage to you this turn, prevent that damage and gain that much life.

1 \*

MM

**Cho-Arrim Bruiser**

Instant  
Creature — Rebel  
Whenever Cho-Arrim Bruiser attacks, you may tap up to two target creatures.

5 \*

MM

**Cho-Arrim Legate**

Instant  
Creature — Soldier  
Protection from black. If an opponent controls a swamp and you control a plains, you may play Cho-Arrim Legate without paying its mana cost.

2 \*

1/2

**Cho-Manno, Revolutionary**

Instant  
Creature — Rebel Legend  
Prevent all damage that would be dealt to Cho-Manno, Revolutionary.

2 \*

MM

**Cho-Manno's Blessing**

Instant  
Creature  
You may play Cho-Manno's Blessing any time you could play an instant. As Cho-Manno's Blessing comes into play, choose a color. Enchanted creature has protection from the chosen color. This effect doesn't remove Cho-Manno's Blessing.

2 \*

MM

**Clear**

Instant  
Cycling 2. Destroy target enchantment.

1 \*

MM

**Common Cause**

Instant  
Nonartifact creatures get +2/+2 as long as they all share a color.

2 \*

MM

**Thunderclap**

Instant  
You may sacrifice a mountain instead of paying Thunderclap's mana cost. Thunderclap deals 3 damage to target creature.

2 \*

MM

**Thundering Giant**

Creature — Giant  
Haste.  
3   
4/3  
US

2 \*

MM

**Torch Song**

Enchantment  
At the beginning of your upkeep, you may put a verse counter on Torch Song. 2 \*: Sacrifice Torch Song; Torch Song deals X damage to target creature or player, where X is the number of verse counters on Torch Song.

US

**Tremor**

Sorcery  
Tremor deals 1 damage to each creature without flying.

VI, MM, 6E, P2

**Trumpet Blast**

Instant  
Attacking creatures get +2/+0 until end of turn.

UD

**Two-Headed Dragon**

Creature — Dragon  
4/4  
Flying. 1 \*: Two-Headed Dragon gets +2/+0 until end of turn. Two-Headed Dragon can't be blocked except by two or more creatures. It may block one additional creature. (All blocks must be legal.)

MM

**Uphill Battle**

Instant  
Creatures your opponents play come into play tapped.

2 \*

MM

**Vertigo**

Instant  
Vertigo deals 2 damage to target creature with flying. It loses flying until end of turn.

IA, RE

**Viashino Bey**

Creature — Viashino  
4/3  
If Viashino Bey attacks, all creatures you control attack at able.

UL

**Viashino Cutthroat**

Creature — Viashino  
5/3  
Haste. At end of turn, return Viashino Cutthroat to its owner's hand.

2 \*

MM

**Viashino Heretic**

Creature — Viashino  
1/3  
1 \*: Destroy target artifact. Viashino Heretic deals to that artifact's controller damage equal to the artifact's converted mana cost.

U

**Viashino Outrider**

Creature — Viashino  
4/3  
Echo.

MM

US

**Viashino Runner**

Creature — Viashino  
3/2  
Viashino Runner can't be blocked except by two or more creatures.

US

**Viashino Sandscout**

Creature — Viashino  
2/1  
Haste. At end of turn, return Viashino Sandscout to its owner's hand.

UL

**Viashino Sandswimmer**

Creature — Viashino  
3/2  
3: Flip a coin. If you win the flip, return Viashino Sandswimmer to its owner's hand. If you lose the flip, sacrifice Viashino Sandswimmer.

US

**Viashino Warrior**

Creature — Viashino

MR, 6E

**Viashino Weaponsmith**

Creature — Viashino  
Whenever Viashino Weaponsmith becomes blocked, it gets +2/+2 until end of turn for each creature blocking it.

US

**Volcanic Dragon**

Creature — Dragon  
4/4  
Flying, haste.

MR, 6E, P1

**Volcanic Geyser**

Instant  
Volcanic Geyser deals X damage to target creature or player.

X

**Volcanic Wind**

Sorcery  
Volcanic Wind deals X damage divided as you choose among any number of target creatures, where X is the number of creatures in play.

MM

**Vug Lizard**

Creature — Lizard  
Mountainwalk, Echo.

1 \*

3/4

US

**Armageddon**

Sorcery  
Destroy all lands.

WL, 6E

P1, 6E, P1-P2

1E-6E, P1-P2

**Archery Training**

Enchant Creature  
At the beginning of your upkeep, you may put an arrow counter on Archery Training. Enchanted creature has "X". This creature deals X damage to target attacking or blocking creature, where X is the number of arrow counters on the Archery Training enchanting this creature."

UD

4 \*

2/5

**Ardent Militia**

Creature — Soldier  
Attacking doesn't cause Ardent Militia to tap.

WL, 6E

P1-P2

**Armistice**

Enchantment  
Destroy all lands.

3 \*

MM

**Archery Training**

Enchantment  
Cycling 2. Destroy target enchantment.

1E-6E, P1-P2

P1-P2

**Common Cause**

Enchantment  
Nonartifact creatures get +2/+2 as long as they all share a color.

2 \*

MM

**Cho-Manno, Revolutionary**

Creature — Rebel Legend  
Prevent all damage that would be dealt to Cho-Manno, Revolutionary.

MM

2/2

**Cho-Manno's Blessing**

Enchant Creature  
You may play Cho-Manno's Blessing any time you could play an instant. As Cho-Manno's Blessing comes into play, choose a color. Enchanted creature has protection from the chosen color. This effect doesn't remove Cho-Manno's Blessing.

MM

1/2

**Clear**

Instant  
Cycling 2. Destroy target enchantment.

MM

1 \*

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Enchantment  
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MM

1/2

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MM

1/2

**Cho-Manno, Revolutionary**

Creature — Rebel Legend  
Prevent all damage that would be dealt to Cho-Manno, Revolutionary.

MM

1/2&lt;/div

**Exile**  
Instant  
Remove target nonwhite attacking creature from the game. You gain life equal to its toughness.

**AL, GE**

**Expendable Troops**  
Creature — Soldiers  
♂: Sacrifice Expendable Troops: Expendable Troops deals 2 damage to target attacking or blocking creature.

**UL**

**Faith Healer**  
Creature — Cleric  
Sacrifice an enchantment: You gain life equal to its converted mana cost.

**US**

**False Prophet**  
Creature — Cleric  
When False Prophet is put into a graveyard from play, remove all creatures from the game.

**UD**

**Fraud Off**  
Instant  
Cycling 2. Prevent all combat damage that would be dealt by target creature this turn.

**UD**

**Flick Surgeon**  
Creature — Cleric  
Tap an untapped creature you control: Prevent the next 1 damage that would be dealt to target creature this turn.

**UD**

**Flicker**  
Sorcery  
Remove target nontoken permanent from the game, then return it to play under its owner's control.

**UD**

**Fountain Watch**  
Creature — Guardian  
Artifacts and enchantments you control can't be the target of spells or abilities.

**MM**

**Fresh Volunteers**  
Creature — Rebel

**MM**

**Glorious Anthem**  
Enchantment  
Creatures you control get +1/+1.

**US**

**Healing Salve**  
Instant  
Choose one — Target player gains 3 life, or prevent the next 3 damage that would be dealt to target creature or player this turn. **MR, US, 1E-GE**

**UD**

**Heavy Ballista**  
Creature — Soldier  
♂: Heavy Ballista deals 2 damage to target attacking or blocking creature.

**WL, 1E**

**Herald of Serra**  
Creature — Angel  
Flying, echo. Attacking doesn't cause Herald of Serra to tap.

**2E, \***

**Hero's Resolve**  
Enchant Creature  
Enchanted creature gets +1/+5.

**TE, GE**

**Manor of the Fallen**  
Instant  
Remove all creature cards in all graveyards from the game. You gain 1 life for each card removed this way.

**MM**

**Hope and Glory**  
Instant  
Untap two target creatures. Each of them gets +1/+1 until end of turn.

**U**

**Jumble**  
Instant  
Target creature loses all abilities and becomes 0/1 until end of turn.

**U**

**Citizen Town**  
Sorcery  
Put four 1/1 white Citizen creature tokens into play.

**FE, 5E-GE**

**Ignoble Soldier**  
Creature — Soldier  
Whenever Ignoble Soldier becomes blocked, prevent all combat damage that would be dealt by it this turn.

**MM**

**Infantry Veteran**  
Creature — Soldier  
♂: Target attacking creature gets +1/+1 until end of turn.

**VI, 6E**

**Intrepid Hero**  
Creature — Soldier  
♂: Destroy target creature with power 4 or greater.

**US**

**Invulnerability**  
Enchant Creature  
Prevent all damage that would be dealt to enchanted creature.

**MM**

**Iron Will**  
Instant  
Cycling 2. Target creature gets +0/+4 until end of turn.

**U**

**Ivory Mask**  
Enchantment  
You can't be the target of spells or abilities.

**MM****2 \*** **Jasmine Seer**

Creature — Wizard

Reveal any number of white cards in your hand. You gain 2 life for each card revealed this way.

**3 \*** **Opal Avenger**

Enchantment

When you have 10 life or less, if Opal Avenger is an enchantment, Opal Avenger becomes a 3/5 Guardian creature.

**Ramosian Captain**

Creature — Rebel

First strike

**1 \*\*****2/2****MM****1 \*** **Jhvall Queen**

Creature — Rebel

Attacking doesn't cause Jhvall Queen to tap. **MM****Ramosian Comm.****2 \*\*****2/4****1/1** **Jhvall Rider**

Creature — Rebel

Trample.

**4 \*** **Karmic Guide**

Creature — Spirit

Flying, protection from black, echo. When Karmic Guide comes into play, if you played it from your hand, return target creature card from your graveyard to play.

**3 \*** **Opal Caryatid**

Enchantment

When an opponent plays a creature spell, if Opal Caryatid is an enchantment, Opal Caryatid becomes a 2/2 Soldier creature.

**1/1****2/2** **Karmic Guide**

Creature — Spirit

Flying, protection from black, echo. When Karmic Guide comes into play, if you played it from your hand, return target creature card from your graveyard to play.

**US** **Opal Champion**

Enchantment

When an opponent plays a creature spell, if Opal Champion is an enchantment, Opal Champion becomes a 3/3 Knight creature with first strike. **UL****MM****1 \*** **Kismet**

Enchantment

Artifacts, creatures, and lands your opponents control come into play tapped. **LF, 5E-6F****3 \*** **Opal Gargoyle**

Enchantment

When an opponent plays a creature spell, if Opal Gargoyle is an enchantment, Opal Gargoyle becomes a 2/2 Gargoyle creature with flying. **US****MM****2/2** **Kjeldoran Royal Guard**

Creature — Soldier

♂: All combat damage that would be dealt to you by unblocked creatures this turn is dealt to Kjeldoran Royal Guard instead. **IA, 5E-6E****2 \*** **Opal Titan**

Enchantment

When an opponent plays a creature spell, if Opal Titan is an enchantment, Opal Titan becomes a 4/4 Giant creature with protection from each of that spell's colors. **US****MM****1 \*** **Opalescence**

Enchantment

Creatures you control have first strike. **TE, GE****2 \*\*** **Path of Peace**

Enchantment

Each other global enchantment is a creature with power and toughness each equal to its converted mana cost. It's still an enchantment. **UD****3/3****1 \*** **Order of the Sacred Torch**

Creature — Paladin

♂: Pay 1 life: Counter target black spell. **IA, 5E-6E****1 \*** **Orim's Cure**

Creature — Angel

If you control a plains, you may tap an untapped creature you control instead of paying the mana cost of Orim's Cure. Prevent the next 4 damage that would be dealt to target creature or player this turn. **MM****1 \*****1 \*** **Mask of Law and Grace**

Enchant Creature

Enchanted creature has protection from black and protection from red. **UD****MR, TE, US, 6E** **Pariah**

Enchant Creature

All damage that would be dealt to you is dealt to enchanted creature instead. **US****2/2****4 \*** **Master Healer**

Creature — Cleric

♂: Prevent the next 4 damage that would be dealt to target creature or player this turn. **UD****2/2** **Pacifism**

Enchant Creature

Enchanted creature can't attack or block. **MR, P1-P2****1 \*****1 \*** **Martyr's Cause**

Enchantment

Sacrifice a creature: The next time a source of your choice would deal damage to target creature this turn, prevent that damage. **UL****1 \*** **Peace and Quiet**

Instant

Destroy two target enchantments. **UL****1 \*****1 \*** **Mesa Falcon**

Creature — Bird

♂: Flying. 1 \*: Mesa Falcon gets +0/+1 until end of turn. **HL, 5E-6E****3 \*** **Pearl Dragon**

Creature — Dragon

Flying. 1 \*: Pearl Dragon gets +0/+1 until end of turn. **MR, 6E****4/4****1 \*** **Moment of Silence**

Instant

Target player skips his or her combat phase this turn. **MM****1 \*** **Pegasus Charger**

Creature — Pegasus

Flying, first strike. **2/1****2/1****2 \*** **Monk Idealist**

Creature — Cleric

When Monk Idealist comes into play, return target enchantment card from your graveyard to your hand. **US****3 \*** **Pious Warrior**

Creature — Rebel

Whenever Pious Warrior is dealt combat damage, you gain that much life. **MM****2/3****1 \*** **Monk Realist**

Creature — Cleric

When Monk Realist comes into play, destroy target enchantment. **US****1 \*** **Planar Birth**

Sorcery

Return all basic land cards from all graveyards to play under their owners' control, tapped. **US****1 \*****2 \*** **Moonlit Wake**

Enchantment

Whenever a creature is put into a graveyard from play, you gain 1 life. **MM****1 \*** **Planar Collapse**

Enchantment

At the beginning of your upkeep, if there are four or more creatures in play, sacrifice Planar Collapse to destroy all creatures. They can't be regenerated. **UL****1 \*****1 \*** **Mother of Runes**

Creature — Cleric

♂: Target creature you control gains protection from the color of your choice until end of turn. **UL****3 \*** **Presence of the Master**

Enchantment

Whenever a player plays an enchantment spell, counter it. **US****MM****1 \*** **Nightwind Glider**

Creature — Rebel

♂: Flying, protection from black. **2/1****3 \*** **Purify**

Sorcery

Destroy all artifacts and enchantments. **UL****MM****3 \*** **Noble Purpose**

Enchantment

Whenever an opponent plays a creature spell, if Opal Acro lith is an enchantment, Opal Acro lith becomes a 2/4 Guardian creature. **0 : Opal Acro lith** becomes an enchantment. **US****3 \*** **Radiant, Archangel**

Creature — Legend

♂: Flying. Attacking doesn't cause Radiant, Archangel to tap. Radiant gets +1/+1 for each other creature with flying in play. **UL****3/3****2 \*** **Opal Acro lith**

Enchantment

When Radiant's Dragons comes into play, you gain 5 life. **UL**3 \* **Radiant's Dragoons**

Creature — Soldier

Echo. When Radiant's Dragoons comes into play, you gain 5 life. **UL****2/5****4 \*** **Opal Archangel**

Enchantment

When an opponent plays a creature spell, if Opal Archangel is an enchantment, Opal Archangel becomes an enchantment. **UL**2 \* **Radiant's Judgment**

Instant

Cycling 2. Destroy target creature with power 4 or greater. **UL****1 \*****HL—Homelands****VI—Visions****SH—Stronghold****UL—Urza's Legacy****Black—Common****AL—Alliances****WL—Weatherlight****EX—Exodus****UD—Urza's Destiny****Silver—Uncommon****MR—Mirage****TE—Tempest****US—Urza's Saga****MM—Mercadian Masques****Gold—Rare**

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<b>Enchantment</b>	<b>Cycling 2.</b> *: The next time an artifact source of your choice would deal damage to you this turn, prevent that damage.	1 *
<b>Enchantment</b>	<b>Cycling 2.</b> *: The next time a black source of your choice would deal damage to you this turn, prevent that damage.	1 *
<b>Enchantment</b>	<b>Cycling 2.</b> *: The next time a red source of your choice would deal damage to you this turn, prevent that damage.	1 *
<b>Enchantment</b>	<b>Cycling 2.</b> *: The next time a blue source of your choice would deal damage to you this turn, prevent that damage.	1 *
<b>Enchantment</b>	<b>Cycling 2.</b> *: The next time a green source of your choice would deal damage to you this turn, prevent that damage.	1 *
<b>Enchantment</b>	<b>Cycling 2.</b> *: The next time a land source of your choice would deal damage to you this turn, prevent that damage.	1 *
<b>Enchantment</b>	<b>Cycling 2.</b> *: The next time a white source of your choice would deal damage to you this turn, prevent that damage.	1 *
<b>Creature — Cleric</b>	*: Prevent the next 1 damage that would be dealt to target creature or player this turn.	1E-6E
<b>Enchantment</b>	Whenever an opponent taps a mountain for mana, you gain 1 life.	1 *
<b>Creature — Cleric</b>	*: Prevent the next 2 damage that would be dealt to target creature or player this turn.	2 *
<b>Creature — Soldier</b>	Sacrifice Sanctum Guardian: The next time a source of your choice would deal damage to target creature or player this turn, prevent that damage.	1/4
<b>Instant</b>	Reveal any number of white cards in your hand. You gain 2 life for each card revealed this way.	UD
<b>Instant</b>	Remove target enchantment from the game. Search its controller's graveyard, hand, and library for all copies of that card and remove them from the game. That player then shuffles his or her library.	2 **
<b>Creature — Soldier</b>	Whenever Seasoned Marshal attacks, you may tap target creature.	2/2
<b>Enchantment</b>	*: Put a 1/1 white Soldier creature token into play. Play this ability only if you control no creatures and only once each turn.	MM
<b>Enchantment</b>	At the beginning of your upkeep, destroy all artifacts and enchantments. They can't be regenerated.	1 *
<b>Creature — Angel</b>	Flying. *: Target attacking or blocking creature gets +2/+2 until end of turn.	WL, GE
<b>Creature — Avatar</b>	Serra Avatar's power and toughness are each equal to your life total. If Serra Avatar would be put into a graveyard from anywhere, shuffle Serra Avatar into its owner's library instead.	3 *
<b>Creature — Soldier</b>	First strike.	1/1
<b>Enchant Creature</b>	Attacking creature gets +2/+2 and has flying. Attacking doesn't cause enchanted creature to tap	ds
<b>Enchantment</b>	At the beginning of your upkeep, you may put a verse counter on Serra's Hymn. Sacrifice Serra's Hymn: Prevent up to X damage total that would be dealt this turn to any number of target creatures and/or players, divided as you choose, where X is the number of verse counters on Serra's Hymn.	1 *
<b>Enchantment</b>	At the beginning of your upkeep, you may put a verse counter on Serra's Liturgy. *: Sacrifice Serra's Liturgy: Destroy up to X target artifacts and/or enchantments, where X is the number of verse counters on Serra's Liturgy.	1 *
<b>Enchantment</b>	Attacking doesn't cause creatures you control to tap.	WL, GE
<b>Creature — Wall</b>	Cycling 2. First strike.	1/3
<b>Creature — Cleric</b>	*: You gain 1 life.	0/2
<b>Instant</b>	Creatures you control get +0/+5 until end of turn.	MM
<b>Creature — Cleric</b>	*: Prevent all combat damage that would be dealt this turn by target attacking creature with flying.	1/1
<b>Instant</b>	Target player gains 5 life.	MM
<b>Soul Sculptor</b>		2 *
<b>Creature — Townsfolk</b>		1/1
<b>Enchantment</b>	Whenever enchanter creature deals damage, you gain that much life.	LE, 4E-6E
<b>Enchantment</b>	Whenever a spell or ability an opponent controls causes you to discard a card, you gain 2 life and you may draw a card.	MM
<b>Creature — Soldier</b>	Attacking doesn't cause Standing Troops to tap.	EX, 6E
<b>Creature — Soldier</b>	When Staunch Defenders comes into play, you gain 4 life.	3/4
<b>Creature — Rebel</b>	Attacking doesn't cause Steadfast Guard to tap.	MM
<b>Enchant Creature</b>	As Story Circle comes into play, choose a color. *: The next time a source of your choice of the chosen color would deal damage to you this turn, prevent that damage.	1 *
<b>Creature — Wall</b>	Flying. Sunweb can't block creatures with power 2 or less.	5/6
<b>Creature — Angel</b>	Flying. Whenever Sustainer of the Realm blocks, it gets +0/+2 until end of turn.	2/3
<b>Sorcery</b>	Each player sacrifices the creature he or she controls with the highest converted mana cost unless he or she pays that creature's mana cost. If two creatures a player controls are tied for highest cost, that player chooses one.	WL, GE
<b>Creature — Rebel</b>	Whenever Task Force becomes the target of a spell or ability, it gets +0/+3 until end of turn.	MM
<b>Creature — Griffin</b>	Flying. When you control no enchantments, sacrifice Tethered Griffin.	2/3
<b>Creature — Rebel</b>	Flying, protection from red.	MM
<b>Creature — Spellshaper</b>	*: Discard a card from your hand: Target player gains 3 life.	1/1
<b>Tormented Angel</b>		3 *
<b>Creature — Angel</b>	Flying.	1/5
<b>Tragic Poet</b>		UD
<b>Creature — Townsfolk</b>		1/1
<b>Enchantment</b>	Damage that would reduce your life total to less than 1 reduces it to 1 instead if you control a creature.	US
<b>Sorcery</b>	Destroy all creatures. They can't be regenerated.	1E-6E, P1

## BANNED & RESTRICTED

<b>Vintage—Type 1 Banned*</b>	Dream Halls Enlightened Tutor Fastbond Fork Channel Chaos Orb Contract from Below Darkpact Demonic Attorney Falling Star Jeweled Bird Mind Twist Rebirth Tempest Ereet Timmerian Fiends	Vampiric Tutor Voltaic Key Wheel of Fortune Windfall Yawgmoth's Bargain Yawgmoth's Will	Falling Star Fastbond Fork Frantic Search Grim Monolith Hurkyl's Recall Jeweled Bird Library of Alexandria Lotus Petal Mana Crypt Mana Vault Memory Jar Mind Over Matter Balance Berserk Black Lotus Black Vise Braingeyser Bronze Tablet Channel Chaos Orb Contract from Below Crop Rotation Crop Rotation Stroke of Genius Time Spiral Time Walk Timetwister Tinker Tolarian Academy	Tempest Ereet Time Spiral Time Walk Timetwister Timmerian Fiends Tinker Tolarian Academy Vampiric Tutor Voltaic Key Wheel of Fortune Windfall Yawgmoth's Bargain Yawgmoth's Will	Revised Edition <i>The Dark Unlimited</i>	Mind Over Matter Time Spiral Timmerian Fiends Tolarian Academy Windfall Yawgmoth's Bargain Yawgmoth's Will Zuran Orb
<b>Vintage—Type 1 Restricted</b>	Ancestral Recall Balance Berserk Black Lotus Black Vise Braingeyser Crop Rotation Demonic Tutor Doomsday	Mystical Tutor Recall Regrowth Sol Ring Strip Mine Stroke of Genius Time Spiral Time Walk Timetwister Tinker Tolarian Academy	Falling Star Fastbond Fork Frantic Search Grim Monolith Hurkyl's Recall Jeweled Bird Library of Alexandria Lotus Petal Mana Crypt Mana Vault Memory Jar Mind Over Matter Balance Berserk Black Lotus Black Vise Braingeyser Bronze Tablet Channel Chaos Orb Contract from Below Crop Rotation Crop Rotation Stroke of Genius Demonic Attorney Demonic Tutor Doomsday Dream Halls Enlightened Tutor	Tempest Ereet Time Spiral Time Walk Timetwister Timmerian Fiends Tinker Tolarian Academy Vampiric Tutor Voltaic Key Wheel of Fortune Windfall Yawgmoth's Bargain Yawgmoth's Will	<i>However, the ten cards listed below, commonly called "dual lands," are allowed:</i> Badlands Bayou Plateau Savannah Scrubland Taiga Tropical Island Tundra Underground Sea Volcanic Island	<i>Standard Type 2 Banned*</i> Fluctuator Memory Jar Time Spiral Tolarian Academy Windfall
<b>Vintage—Type 1 Restricted</b>	Ancestral Recall Balance Berserk Black Lotus Black Vise Braingeyser Crop Rotation Demonic Tutor Doomsday	Mystical Tutor Recall Regrowth Sol Ring Strip Mine Stroke of Genius Time Spiral Time Walk Timetwister Tinker Tolarian Academy	Falling Star Fastbond Fork Frantic Search Grim Monolith Hurkyl's Recall Jeweled Bird Library of Alexandria Lotus Petal Mana Crypt Mana Vault Memory Jar Mind Over Matter Balance Berserk Black Lotus Black Vise Braingeyser Bronze Tablet Channel Chaos Orb Contract from Below Crop Rotation Crop Rotation Stroke of Genius Demonic Attorney Demonic Tutor Doomsday Dream Halls Enlightened Tutor	Tempest Ereet Time Spiral Time Walk Timetwister Timmerian Fiends Tinker Tolarian Academy Vampiric Tutor Voltaic Key Wheel of Fortune Windfall Yawgmoth's Bargain Yawgmoth's Will	<i>Extended Banned*</i> <i>Any cards from the following limited-edition expansions and basic sets are banned unless they are reprinted in a legal set, limited or otherwise:</i> Antiquities Arabian Nights Fallen Empires Fourth Edition Legends Limited	<i>Urza Block Constructed Banned</i> Gaëa's Cradle Memory Jar Serra's Sanctum Time Spiral Tolarian Academy Voltaic Key Windfall
<b>Vintage—Type 1 Restricted</b>	Ancestral Recall Balance Berserk Black Lotus Black Vise Braingeyser Crop Rotation Demonic Tutor Doomsday	Mystical Tutor Recall Regrowth Sol Ring Strip Mine Stroke of Genius Time Spiral Time Walk Timetwister Tinker Tolarian Academy	Falling Star Fastbond Fork Frantic Search Grim Monolith Hurkyl's Recall Jeweled Bird Library of Alexandria Lotus Petal Mana Crypt Mana Vault Memory Jar Mind Over Matter Balance Berserk Black Lotus Black Vise Braingeyser Bronze Tablet Channel Chaos Orb Contract from Below Crop Rotation Crop Rotation Stroke of Genius Demonic Attorney Demonic Tutor Doomsday Dream Halls Enlightened Tutor	Tempest Ereet Time Spiral Time Walk Timetwister Timmerian Fiends Tinker Tolarian Academy Vampiric Tutor Voltaic Key Wheel of Fortune Windfall Yawgmoth's Bargain Yawgmoth's Will	<i>The following individual cards are banned in Extended format:</i> Amulet of Quoz Dream Halls Earthcraft Lotus Petal Memory Jar	<i>Mind Over Matter Time Spiral Timmerian Fiends Tolarian Academy Windfall Yawgmoth's Bargain Yawgmoth's Will Zuran Orb</i>

*\*Any ante card contained in any newly released card set*



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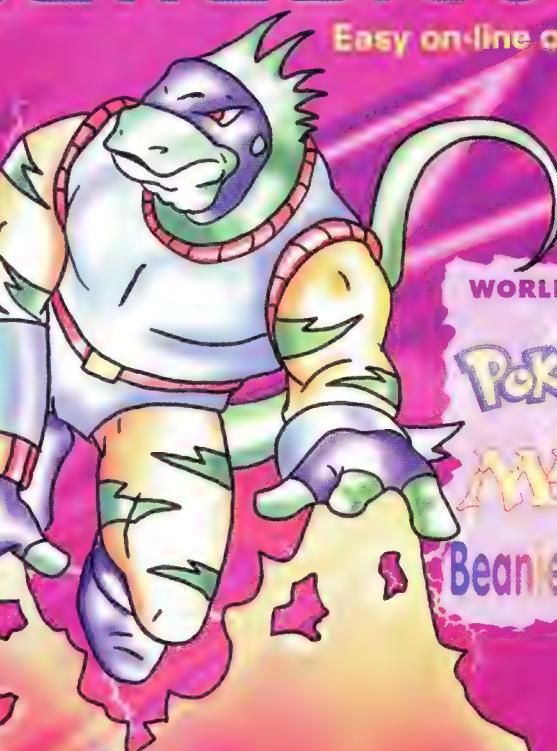
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# Is in the Eye of the Beholder

Plenty of places boast the "ULTIMATE" gaming station, but we all know what a REAL gaming area looks like. Let's take a candid look at a typical gamer in his element.

- 1 Task Light** for looking into your computer and finding dropped screws.
- 2 Plant** from Mom (to encourage it to live, there's a swamp card in it). Watered sometime three months ago. Maybe.
- 3 Photocopy** of a key configuration for the latest over-keyed game.
- 4 Chalkboard** with server addresses, ICQ numbers, and naughty passwords.
- 5 Paper-based games** (helps rest the eyes).
- 6 Boxes and boxes of boosters.**
- 7 Acetylene torch** for the delicate jobs.
- 8 High-end and low-end speakers** when you want your neighbors to hear your frags.
- 9 Hockey sticks** to facilitate real aggression dispersal or for crushing aluminum cans in the yard.
- 10 Big-ass retail box** of killer game.
- 11 Modeling toolbox:** paints, sprays, and other goodies.
- 12 Black Lotus** — can't bear to sell it.
- 13 K-9 unit** to keep the robbers at bay.
- 14 Gamer attire:** Half-Life hat, Quake 2 shirt, sideburns.
- 15 Big-ass game poster.**
- 16 Manuals** for technical subjects, mostly unopened.
- 17 Magazines** about games, memorized.
- 18 Jar of coins;** you can collect \$45 quicker than you think!
- 19 Old, discontinued magazine,** saved from the recycling bin by nostalgia.
- 20 A compiler** that can still do 16-bit programs.
- 21 Candle**, for when you absolutely need every bit of power in the house.
- 22 Gamer guy,** surprisingly clean.
- 23 Spare network cables:** twisted pair AND coax for forgetful visitors.
- 24 T-s and terminators;** hate to be without 'em!
- 25 Humongous ashtray;** rarely emptied.
- 26 Garbage;** good for jumpers, connectors, power, fans, and other stuff that you don't want to have to go buy.
- 27 Tools:** phone jack crimper, wire-stripper, needle-nose, and 16-inch channel locks.
- 28 Box of indoor telephone wire** to put that phone or modem wherever you damn well want to.
- 29 Power strip** to clone those pesky plugs eight-fold.
- 30 Extension cords,** to access all the other circuits of the house.
- 31 21-inch monitor** proves that bigger IS better!
- 32 Sticky notes** to help you remember things you'd rather forget.
- 33 Solvent** for removing accidents or dissolving plastic things. Great fun at parties!
- 34 The Computer:** Overclocked, home-installed fan (with external air filter), and hopelessly hacked.
- 35 Good games,** within easy reach and close to CD tray.
- 36 Bad games,** within easy reach of the trash can. Functional footrest.
- 37 Ammo boxes** for carting this crap to LAN parties.
- 38 Military chair.** It may not be comfortable, but it's stylish and goes with the boxes.
- 39 Paint** on floor from priming two miniature armies simultaneously (there goes the deposit!).
- 40 Rock posters:** Melvins, Neurosis, Slayer, Strawberry Shortcake, and other classy decor.
- 41 Neighborhood cats** (in-dog storage).
- 42 Calluses** from, well, you know, playing games. No, really.
- 43 Todd McFarlane** toy out of reach of visiting children and other destructive mammals.
- 44 Well-used Dungeons & Dragons** manuals.
- 45 Miniatures** perfect for stepping on in the middle of the night.
- 46 Subgenius** propaganda; keeps things in perspective.
- 47 Commons.** Want some?
- 48 An authentic, Chinese Egyptian statue** for fabulous frag-luck.
- 49 The essential notebook** to keep track of product ID numbers, IP numbers, configurations, online friends and enemies, and handy URLs.
- 50 Groovy, dry-erase hex mat** for terrorizing on a miniature scale.



The first-person shooter has been done, and done, and done to death. *Drakan: Order of the Flame* offers a new sub-category of this well-mined genre: third-person slasher with first-person style. While the sight of the bodacious lead character and the third-person viewpoint might remind you of *Tomb Raider*, this game's violence and mechanics quickly betray its origins. Anyone familiar with *Doom*, *Quake*, or their progeny will quickly master—and most likely enjoy—*Drakan*.

# Drakan: Order of the Flame

## You will believe a dragon can fly

by Rick Moscatello

**Drakan:**  
**Order of the Flame**  
Psygnosis  
San Francisco, California

**Premise**  
Lara Croft, meet the other woman: Rynn. The new kid's got a brand-new engine (unlike some tomb raiders one could name), wears leather, and rides a big red dragon.

**System Requirements**  
P166 with 32 MB RAM,  
Direct 3D-compatible  
accelerator card,  
Direct Sound compatible  
sound card,  
4x CD-ROM drive,  
DirectX 6.1

**Website**  
[www.psognosis.com](http://www.psognosis.com)

Story	5
Graphics	9
Game play	8
Value	4
Overall	7

While behind the wheel of a car, Rick rarely bothers to seek an intellectually stimulating experience with evil, godless pedestrians.

### Order of the Game

While action titles generally aren't big on story, *Drakan* puts forth as good an effort as most. The main character, Rynn, is a bouncing, buxom babe who resembles a more leather-friendly Lara Croft. Rynn's got amazing (and unexplained) skills involving jumping, swordsmanship, and a few other things.

In the opening sequence, her brother gets captured by "wartoks" (in other words, "really big orcs") and she's bent on rescuing him. After a get-to-know-you level, she quickly meets up with a dragon, Arok. Without any real forethought, they swear an oath that binds their souls for all time (hey, she *really* likes her brother) and together they go in search of some serious carnage. With a dragon ally between her legs and a weapon in her hand, Rynn flies off to raid some tombs (er, tunnels). It's as good an excuse as any to kill things with swords and dragonfire!

### Going Dragonless

Of course, Rynn doesn't get to the dragon until after the first level, in which she meets a token number of bad guys and runs around the map getting a feel for combat. In other words, the first level is where you get an idea of what the game is all about.

Because the game is a slasher, there isn't much in the way of ranged weapons (except for a bow with a limited number of arrows), so *Drakan* resembles a fighting game in this sense—right down to the "tap up, tap left" techniques that activate the special,



WATCH YOUR STEP "Say, did you happen to see Temple of Doom? No? Great, stay right there."

extra-damage attacks. There are only a handful of special moves, but whether that's good or bad depends on how much you enjoy fighting games over shooters. If you're more interested in killing, rather than in killing in a flashy manner, the shortage of special attacks won't bother you a bit. Rynn also finds a good collection of interesting weapons and magical trinkets (the trinkets, of course, kill things too), so combat hardly goes stale—especially once our heroine mounts that dragon and adds an aerial element to the fighting.

### Stupid Freakin' Monsters

*Tomb Raider* emphasized puzzles, but *Drakan* is much more combat- and quest-oriented. In fact, the quests often revolve around combat, such as the classic "go kill all the spiders, and this guy will give you a good weapon" quest. There are puzzles, but they're pretty lowbrow ("push rock on top of monster"; "push exploding barrel on top of monster"; and "press buttons to make thingie explode," to name a few early ones). This might



PERN-ICIOUS "Rynn, Anne McCaffrey's lawyer is on line one."

## Rogues' Gallery

Here's a quick rundown of typical opponents, in rough order of appearance:

**ORCS** Your typical fantasy opponent, these guys aren't much of a threat. Rush up and smack them with a stick. Bonus points if you add, "No, orky, that's a BAD orky!"

**WARTOKS** These guys are really *big* orcs. Of particular note are wartoks with shields. They have a devastating shield rush attack, and the shield blocks about 90% of frontal attacks no matter what you try (it's a shame you can't pick 'em up and use the shields yourself). Your best tactic against a wartok (when you're on foot, anyway) is to play ring-around-the-rosy with some boxes. Eventually, you'll end up behind the wartok for some back-whacking action.

**BARRELS** In addition to wartoks, the land of Drakan is under assault from evil, godless barrels. Ruthlessly hunt down and destroy these wooden menaces and you'll sometimes find healing potions inside. Avoid the red-marked barrels—they're your allies, and will respond explosively to an unprovoked assault.

disappoint puzzle fans, but puzzle-solving does tend to get in the way of bloodshed.

While the graphics and environments of the game are very nice, and controlling Rynn on or off her dragon is simple enough (the dragon gets stuck occasionally, but that's it), the game does have a weakness in the monster AI. Yeah, they're monsters, they're *supposed* to be stupid, but still...sometimes you can whack a monster, and it will just sit there indefinitely, waiting for you to whack it again. Even running around in a circle can cause the bad guys to behave in bizarre ways. Heck, the only time they act "normally" is when you try to go toe-to-toe with them, in which case Rynn gets bashed enthusiastically.

Multiplayer is problematic, although a patch is promised "soon." This sort of thing is so common with games that it hardly bears mentioning anymore.

## Later, Raider

Overall, Drakan is a strong title, breaking at least a small patch of new ground. Anyone not looking for an intellectually stimulating experience—and who plays games for intellectual stimulation, anyway?—should check out the new chick.

**YOU WANT SOME O' THIS?**  
Rynn prepares to hack into a hapless wartok.

**SPIDERS** There's nothing itsy-bitsy about these oversize arachnids, but if you stay crouched, you can thwack them flat with a few well-timed swings.

**SCAVENGERS** These low-stung, gangly dudes are a menace if you don't have a weapon with a medium-to-long reach. If you have such a weapon, treat these guys to the same special lovin' you'd give a spider. If you come up short in the weapon department, you can play "hack and hope" or just run like hell.

**BALLISTAS** These automated anti-aircraft weapons will tag an unwary dragonrider. They have a slow rate of fire, so you can usually dodge the first shot, then toast the ballistic with a flurry of fireballs.

**GIANTS** They're big and ugly; they scratch their backsides often; and they throw things when annoyed. And they're always annoyed. They also like to grab red-headed chicks like you and slam-dunk them into any nearby granite. You're usually better off just running away, or fetching your dragon buddy to toast them from afar.

**CROW DRAGONS** These flapping never-do-wells are a real pain, but if you can find a large column or mountain to serve as cover of some sort, you can peek out, shoot, and hide for a reasonable chance of winning the battle without taking much damage. Don't try to fight them on foot. Just don't.

## Surviving Drakan

Hit the ground Rynn-ing with these tips:

When the game starts, press "I" (for inventory), and double-click your sword. You'll always want a weapon in hand.

When you first get into an area, use the "sneak" command. There's almost always a monster near the entrance, and you get a big bonus for surprise attacks (even a gigantic wartok can be snuffed in one blow if you catch it asleep). Monsters have poor eyesight but great hearing, so even when you see them, they might not see you.

If you see a big boulder lying around, take a peek over nearby ledges. There are several places where you can roll a boulder off a ledge to pelt a bad guy standing below.

Rynn is agile but not very fast. You can't rely on just running straight away from enemies—whenever possible, you should jump. Sometimes you can crouch/roll between an opponent's legs, setting up a good back shot.

Many tunnels are blocked by "dragonproof" doors that Arok can't squeeze through. Luckily, he can still breathe fire/gas/whatever (even if the door is closed, sometimes), so lead tough monsters back to him, and let him do the dirty work.

The game is loaded with weapons; don't worry about any particular weapon breaking. You'll always be able to find another soon enough.

Bows and arrows are the ultimate weapons. Be sure to use the "zoom mode" (à la Half-Life) to get the most out of every shot, and save the arrows for when you have to kill something particularly tough (or annoying).

You don't have to kill everything. Discretion is sometimes the better part of valor (at least until you find your dragon).

Still can't win? Hit the backslash key, enter "iamgod," hit the Enter key, and toggle into goddess mode.



In 1995, *Command and Conquer*—the first massively popular real-time strategy game—officially recreated the RTS genre. It's been three years since the prequel game *Command and Conquer Red Alert* hit the market and was well received. It's been more than a year since the first announced release date of the true sequel to the original C&C of long ago. Now, finally, it's out. Let's start by talking about the good stuff.

# Command & Conquer: Tiberian Sun

C & ZZZZZZ....

by Rick Moscatello

## Command & Conquer: Tiberian Sun

Westwood Studios  
Las Vegas, Nevada

### Premise

It's the triumphant return of C&C! Okay, it's actually more than a year late, and it doesn't look all *that* different. But look! It's C&C! It has James Earl Jones! Buy it, drill thralls!

### System Requirements

P166 (Pentium II or equivalent recommended); 32 MB RAM; 16-bit color video card; 2 MB video RAM; 4x CD-ROM drive; 200 MB hard drive space; DirectSound compatible sound card.

Website  
[www.westwood.com](http://www.westwood.com)

Story	4
Graphics	6
Game play	5
Milie	5
Overall	6

## Command and Classy Actors

The cut scenes are great. Luke Skywalker's father, James Earl Jones, and John Connor's father, Michael Biehn, (the tragically killed good guy from *The Terminator*) lead a cast of actors who competently follow a reasonable script. Makeup, background, and scenery are all good, nearing motion picture quality.

The packaging is pretty good, too. If you're lucky enough to snag the platinum edition, you'll even get a "free" pewter figurine (really cool!) and an extra CD with TS music on it. The manual is likewise first rate—it's loaded with great pictures and has a final chapter with commentary from the many people who've worked on the game.

The overall storyline is good, although perhaps not as involving as *StarCraft*'s. Kane, believe it or not, is back, and he's still holding to his nefarious "I gotta take over the world, I just gotta" ways. He looks real good for a guy who's been dead 30 years—not even a day older. GDI has to stop him, because that's just the sort of thing GDI does. So the story goes. While a bit old, its few new twists—Tiberium mutants, for instance—help the balance of political forces.

## Sprite Alert!

TS sports nice graphics and sound. Although the units are all smaller than their *Red Alert* counterparts, they're loaded with detail. You might get a headache squinting at the tiny figures, so it's hard to say if this is an improvement. The lighting varies depending on



DEMOLITION In the near future of *Tiberian Sun*, traffic jams are a thing of the past.



TAKE SIDES Choose between two—yes, just two—unique sides, GDI or Nod.

battlefield conditions, which is a very cool effect, but there's no 3D acceleration. This proves something of a boon, as almost every other game has had problems writing code compatible with most 3D cards.

The solo campaign, usually the worst part of any RTS, is well done. The missions tend to be brief, meaningful, and, most importantly, violent. One major source of annoyance is that the maps are all blacked out. Yes, we're on Earth in 2030. Yes, we still have satellites. No, you can't even get a dated picture of the area that would at least tell you the lay of the land. Thus, the first time you play a mission, you'll often find yourself simply running around the maze-like mesas and elevated roads, learning the various correct paths. After getting shredded because of basic "you can't get there from here" ignorance, reload the mission and you'll do much better.

## Tiberian Toys

You also get a fistful of new units. GDI has pretty cool big robots (don't dare to call them 'Mechs!), and Nod has burrowing tanks, a high-tech fighter, and mutant commandos (Nod seems to have gotten the long end of the stick when it comes to new toys). Old favorites, such as your standard machine-gun grunts, rocket launcher dudes, and motorcycle guys, are still around as well.

The variety is nice, but there's none of the "research" fun of *StarCraft*, and the interaction lacks the subtlety of *Total Annihilation* games. As a rule, you simply want the "more is better" equipment darn near every time.

## Tiberian Suck or Tiberian Super?

That covers all the stuff that you'll only see and care about once. Now it's time to answer the *real* questions: Has it been worth the interminable wait? How is *Tiberian Sun* as a game?

I think, in a word, the answer is "forgettable." Let's talk about the flaws that were acceptable three years ago, but should have been fixed for a game circa 1999:

► Building queues are stuck at a limit of five. Come on, I know we'll be able to count higher than five in 2030. Ordering units to be built is much easier than in most games (you don't have to hunt down the "factory" building to click on), but it would still be



NO STOPS Nobody, but nobody takes Kane's parking space.

► Spend the money. You don't get interest on money in this bank, although it's tempting to save the money for a rainy day, a few extra units can keep the more acidic and/or nuclear rainy days from happening!

► Nail the enemy harvest. When things are tough to kill, it's almost impossible to defend them as they wander around a Tiberian field. The best units for this sort of assault are units and motorbikes.

► Build many base defenses. You have many more choices about base defense in TS than in earlier C&C games. In particular, be sure to defend your power plants (which power base defenses and assist construction) and the construction yard. Naturally, these should in turn be your primary targets when attacking an enemy base.

► Use the terrain. Units on high ground have a significant advantage—make sure it's *your* advantage!

► If you see you're going to lose a building (either through an enemy onslaught or through capture by an engineer), sell it. You'll get some free troops (which you need, as evidently your base defenses have been breached) and some money. Similarly, if you use an engineer to capture an enemy building, it usually makes sense to sell the building rather than let the enemy destroy it or recapture it with his or her own engineer.

### Command and Clobber Multiplayer Tiberian Strategies

► Early in the game, you should build at least a half-dozen infantry and send them to all corners. You need to clear out "the shroud" as quickly as possible. Keep a few infantry near your base to stop early recon by your opponents. Get your radar up fast!

► Try to build at least two harvesters for every refinery. Every time you build a refinery, you get a free harvester, but you'll want more than one. More than two per refinery and you ask a traffic jam. Because refineries are your only source of income, you should have multiples (three or more if you plan on a long game). You might think you'll have a hard time defending them all. But if you have more income, you'll have more units, making it easier to defend and easier to attack your opponent (which in turn will make it harder for your opponent to attack you). It's a vicious cycle, but that's war for you.

► Grab the goodies! Occasionally you'll see these polyhedral dice things lying on the field. Those are "goodie boxes." Get them, always.



LAND OF NOO Leave it to Kane to bring a Death Ray to a tank fight.

ends up in front, closing with the enemy long before the troops. The unarmed medic is useless in direct combat so, without extreme care, he'll get slaughtered before he heals anybody.

► Your units also lack aggressiveness, and have a nasty habit of ignoring enemy units that aren't shooting at them. This sort of feeble AI was fine years ago, but why keep it?

### The Clone Bores

When *Command and Conquer* first came out, there was a rash of "Command and Clone" games, each with only minor differences from the original C&C. Many of these clones got lost in the crush and were quickly forgotten. TS is unfortunately a clone of itself; too bad, since it would have been worthy a few years ago. Although it does have a few technical achievements, there's nothing here that is particularly unique. If you love the genre, and want to play through a decent campaign, you'll get your money's worth. Otherwise, wait a bit; a better clone, or a groundbreaking new game, will come along soon.



nice not to have to issue build orders every minute or so. It also would be nice to have a more intuitive way to make newly built units march to a rally point or follow some pre-set orders, instead of the rather tired "stand around the construction building until we get orders" default setting.

► Units don't move in formation. Pick up a pack of units, order them to move, and watch as they straggle. This is particularly annoying with the medic; he moves faster than other infantry, so he



I recently had a chance to play some of the new games (prerelease, but by the time this is published, old turkey) for Sega's hot new game console.

Even the worst possible Dreamcast game will out-maneuver, out-gun, and out-play any game previously created for now-archaic standbys Nintendo 64 and PlayStation. Graphics quality is definitely topnotch; it's even better than many current PC games. Dreamcast is—for now, anyway—the system to beat.

Out of the dozens of launch titles, I was able to play four: Hydro Thunder, Soul Calibur, Power Stone, and TrickStyle. Each game was impressive in its own right, but some were more lacking than others.

# Dreamcast

FOUR NEW GAMES GET THE ONCE-OVER

by Russell "Lucid Dreamer" Keenan

## Hydro Thunder

**Hydro Thunder** moved at breakneck speeds with plenty of eye candy. Each level had multilayered backgrounds reminiscent of real-life mountain peaks and city skylines—the unparalleled beauty of the real world blended with the technological, cutthroat hydroplanes of Sega's domain. Each level was laid out well, but I missed having multiple lap races. There were a few lappers, but most of the races were just too short. The beauty of a game also wears off when you're constantly losing. I couldn't do better than a third-place finish if my life depended on it.

The biggest problem with my copy of **Hydro Thunder** was that the sound skipped. I was forced to choose between listening to "start up go how ho yu up startup..." or turning the sound down. I chose the latter and I think my gaming experience suffered. Trying to play an action game without sound is like...well, it sucks! In this case, rushing the product to store shelves may cost Sega more than they expect. Sega's been out of the console business long enough that gamers probably won't stand for excuses.

All in all, though, **Hydro Thunder** is a good game that stops short of being a great game because of simple mistakes. I wasn't able to play multiplayer, but from player feedback it sounds to be "not so great" (if it works at all, but it's possible that's a hardware problem at the moment). If you feel like playing a cool racer, wait until **Sega Rally 2**, but if **F-Zero** really made your heart pound, then go after **Hydro Thunder**.

When you want Russell  
Keenan in your arms,  
when you want Russell  
Keenan and all his  
charms, whenever you  
want him, all you have  
to do...is dream.



THEY'RE SO CUTE Don't you just want to slap the stars of **Power Stone**?



FREEZE FRAME **Hydro Thunder** actually looks a lot better when you're going a billion miles per hour.

## Power Stone

The second morsel from the cornucopia of Dreamcast was **Power Stone**. This game has the intense feel of an arcade game, but without the incessant quarter-popping and impatient mothers that so often plague them.

This game is quick. Turn your back for a second and you'll be begging your opponent to start over. Fast is good, but it can also lead to *frustrating game play*. Each player tries to grab three power stones as quickly as possible. When you do, you can morph into a super version of yourself. Being able to morph is great, but the frustration of being the other player is unbearable. This game makes no attempt to make the contest fair.

The first person to gather the stones (in other words, the first to run to the right spots quickly enough) will inevitably win. New players will have a hell of a time beating a seasoned veteran who knows where crystals usually appear. The characters in this game (all anime-style) are cute at best. They annoy you rather than making you want to play them.

The game has some good points—great graphics, creative premise, and breakneck speeds—but, for the most part, this game isn't worth buying. You might like to rent it, though, especially if you like anime or fighting games. **Power Stone** is a game for the fighter fanatics, but a daunting disaster for the rest of us.

## Dreamcast Dos +

TITLE	RELEASED	GENRE
Shenmue	December 1999	Action/RPG
Sonic Adventure	Released at Launch	Adventure
Virtua Fighter 3tb	October 1999	Real-Life Fighter
NFL 2K	September 1999	Sports/Football
Planet of the Apes	Early 2000	Adventure/Action

## Dreamcast Don'ts -

TITLE	RELEASED	GENRE
Sega Bass Fishing	October 1999	Boring
Street Fighter Alpha 3	November 1999	Give it up, already!
Vigilante 8: And Offense	November 1999	Offensively bad
Slave Zero	November 1999	Lame

*Christmas, Hanukkah, and so on are just around the corner. If you expect some Dreamcast action under your tree, shrub, or philodendron, be sure to put these lists to good use!*

## Soul Calibur

This is the best game ever made. Every article I read, every story I heard, every ad I saw couldn't prepare me for the wonder of this magnificent creation. I'm a long-time player of **Soul Blade** on the PlayStation, and have spent countless hours immersed in it. Still, **Soul Blade** is nothing compared to **Soul Calibur**. This game will make the Dreamcast a success.

What a relief it is to see a perfect translation of the arcade game into the home system. If you've



GERONIMO! "I'm crushing your head! I'm crushing your head!"

ever wanted to get into a real-life brawl, this is the game for you. The graphics are stunning and seamless. The pixel is a thing of the past in **Soul Calibur**'s fluid animations. It's as if the designers used liquid pixels to create the characters and the perfect backgrounds.

The Soul Edge Master mode is one of the best features of the game. When you beat each level, you get points toward the purchase of artwork. That's right, the game allows you to "buy" conceptual art from the making of the game and even huge bitmaps of the characters. This gives you a real incentive—to constantly try to unlock those pic-

tures. In the arcade mode, whenever you beat the game with a character, you unlock a new one. Unlike most fighting games these days, **Soul Calibur** has characters I actually find cool and fun to play.

This game is a must-buy. If you can't buy it because you don't have a Dreamcast, then buy a Dreamcast!

## TrickStyle

I needed this game to cleanse my palate prior to my return to the tired old PlayStation. There are so many bad things about **TrickStyle** that I should probably mention the one good thing—great graphics. Although the purples and pinks are a little goofy, the game did have some very well rendered images.

Now that that's out of the way, the kid gloves are off. I've invented a new award for **TrickStyle**: the Crap Game of the Year award. One thing I like about video fighting games is being able to control my character. I love to be able to do fatalities, spin moves, and *hyukens*. Apparently the designers of this game thought it would be interesting to allow the player to constantly crash into walls and obstructions while also giving the player the option of never understanding what the hell's going on.

Another thing I love about games is, well, winning occasionally. There's nothing like killing Bond in **Goldeneye**, or watching Cloud discover his past in **Final Fantasy VII**. Acclaim also thought this was a great thing about playing video games and apparently wanted the Dreamcast console itself to get in on the fun, as they allow the CPU-controlled player to—how can I say this?—ALWAYS WIN! What a novel concept—an impossibly hard game, combined with frustrating visions of opponents screaming past you at Mach 5.

I think the best part of games is creative new genres or environments to explore. Hyrule from **Zelda: Ocarina of Time** was the cream of the crop for interactive worlds. I liked **TrickStyle**'s habitat just fine—but I liked it better the first time I saw it, when it was called **Extreme G2**.

All in all, **TrickStyle** was a waste of time, money, and effort. This game was futuristic, hip-hop, hover-boardin', **Extreme G**-esque crap. I say if you've already bought **TrickStyle**, return it immediately for **Soul Calibur**.



PHYSICAL THERAPY  
My chiropractor says this is great for my lower lumbar.





Cross *Baldur's Gate* with *Pokémon* and you might end up with *Final Fantasy VIII*. With this latest installment of its popular franchise, Square Soft has combined exploration adventure with the best elements of power collecting.

# Final Fantasy VIII

## Roleplaying Meets Monster Hunting

by DAVE GROSS

### Final Fantasy VIII

Square Soft  
Costa Mesa, California

Platform  
Sony PlayStation

Premise

Cloud clears the way for a Squall in the sequel to one of the most successful PlayStation titles in history.

Website  
[www.squaresoft.com](http://www.squaresoft.com)

Story	7
Graphics	9
Game play	8
Value	9
Overall	7

### The School for Wayward SeeDs

You play the part of Squall Leonhart, a lone wolf among the trainees at Balamb Garden, where bright teenagers are transformed into elite mercenaries known as *SeeDs* (their purpose is one of the game's key mysteries). You start the game—already one of the star students—armed with a powerful gunblade and a small selection of magic. Better yet, you can summon *Guardian Forces* (GFs), otherworldly creatures whose power you can add to your own after defeating them through a process called *junctioning*.

One of the first small annoyances in the game is that Squall is an uncommunicative jerk during most of the dialogue. When other characters make friendly overtures, too often he answers them with a dismissive "Whatever!"—that is, if he says anything at all. The good news is that this behavior leaves Squall plenty of room to grow. The bad news is that you'll have to wait until the third of four disks before his backstory blossoms and he begins to mature.

Fortunately, Squall isn't the only character you get to control, and some of the others are a lot more fun. One of them is an even bigger smeghead than Squall! From the opening cinematic, it's clear that Squall's foil is Seifer, an older student who has yet to graduate, much less rise to the ranks of *SeeD*. It's no spoiler to note that Seifer's role grows more important as the story unfolds.

The other principal characters include fellow *SeeDs*, and others, all of whom oppose the Galbadian



DAZZLING DISPLAY A celebration at Deling City shows off spectacular graphics.

# VIII

army and a sorceress named Edea. The game's most compelling subplots come into play during this conflict, because Squall and his companions occasionally suffer fainting spells in which they trade places with three Galbadian soldiers led by a man named Laguna Loire. The connection between Squall and Laguna is yet another of the story's fascinating enigmas.

### Party Lines

Throughout the game, you'll form parties of two or three characters, sometimes switching between two groups several times during the more complex sequences. Here's where paying careful attention to your characters' abilities becomes crucial. You'll want to link all of your GFs to the active group—which is a good idea, as long as you remember to



THERE CAN BE ONLY ONE! The conflict between Squall and Seifer opens the game and remains a compelling subplot.

## Junction Functions

In FF8, you make your characters more powerful through a process called junctioning. Simply put, you're linking magic to a character for a big power boost. Junctioning your characters' abilities is an obvious benefit, but there are two other ways to use junction:

**Elemental junctioning adds Thunder, Fire, Blizzard, or other natural forces to your attacks or lends you protection against them.**

The other category is Status junctioning. Linking Sleep magic to your attacks, for instance, enables you to keep a powerful enemy in a stupor while you whittle it down. Other Status effects include Blindness, Confusion, and—for shutting down an opponent's magic—Silence. Using Status junction enables you to prolong fights with tough foes, giving you more time to draw their magic.

**TIP:** As soon as you find Esuna magic, draw as much as you can, then link it to your Status defense. Unlike most other Status magic, Esuna gives you some protection against a wide range of Status effects.

switch back to the new group when the point of view shifts. It's embarrassing to come up against a powerful foe only to discover that you don't have access to your greatest powers!

To build your powers, you must spend much of your time accumulating magic from opponents. Most of these opponents are classic "wandering monsters," existing only to give your characters a way to earn experience and thus greater powers. Others are keyed to the story, and defeating them rewards you not with experience but with items, access to new GFs, or simply advancement of the story.

## Pretty Monsters

All of this monster-hunting takes place in a weirdly beautiful world that blends science fiction with high fantasy. Unlike its predecessor, FF8 presents the heroes in more realistic human proportions. The setting itself is bright and filled with wonders, deviating from the grittier atmosphere of FF7.

The creatures of FF8 are another high point. You'll recognize some from popular mythology, but others are fresh and imaginative. Some of the most original creations include the Buel, a demonic bat creature with two pairs of pinwheeling wings; a freakishly wasplike djinni called Elvoret; and the completely wacky Belhelmel, an alternately laughing or angry clown face on a huge lawnmower blade.



## Play Your Cards Right

Yet another layer of FF8 is a card game played by many of the characters. When you meet another card player, you can challenge him or her to a match. If you win, you take away one of that character's cards. If you lose, be prepared to give up the best card you used.

Despite a dizzying array of rules, the basic game is easy and surprisingly fun: You and your opponent take turns placing cards in a 3x3 grid so that the numbers on the edges of your cards are higher than those of your opponent's beside them. As long as you're not facing someone with much better cards, you can usually win—but watch out for regional rules variations.

You can ignore the card game completely, but you might find it useful in the "real world" of the game—certain GF abilities allow you to create new cards out of monsters, and others enable you to transform the cards into useful items.



## Hit 'Em Where It Hurts

While FF8 isn't a fighter, combat against the more powerful foes is one of the most exciting parts of the game. For an edge in every fight, master the basics first:

**Use Scan magic to find a foe's strengths and weaknesses.**

**Summoning GFs takes more time than a regular attack, but they're powerful combatants. Don't forget what you learned with Scan! Depending on the GF, the attack might be more or less powerful.**

**Use your Limit Breaks. These special attacks become available only after your character has taken a certain amount of damage, but they can be devastating.**



**PUT IT AWAY** When a monster grows tiresome, put it away with Limit Breaks.

## A Game As Big As a Movie

Even more breathtaking are the gorgeous cinematic cut-scenes. The transitions from these to the regular game graphics are smooth, if not utterly seamless. Unfortunately, these cinematics point to the game's biggest weakness: When the story takes over, it takes over completely. For long sequences, your only impact on the world is to press a button to acknowledge that you've read the dialogue, and it's rare that you can even choose between two responses. This can be frustrating to those who enjoy determining how their characters respond to the other characters, and it's the most significant flaw in the game.

While the game railroads you during the important story crises, it gives you plenty of choices in developing your characters. Depending on which GF you link to a character, you gain access to different abilities. As your characters earn experience for defeating monsters, so do the GFs that are linked to them. The GFs even gain new abilities as they rise in level, and you can choose which ones they'll learn next.

Those who demand control over the main plot might feel denied, but discovering the fantastic setting is a satisfying substitute for story roleplaying. Whether you like accumulating power by fighting endless foes or prefer exploring a rich fantasy world, Final Fantasy VIII is for you. ☺

## Draw, Partner

Unlike previous versions of the game, FF8 allows you to draw magic from your foes rather than buying it in a shop. To draw lots of magic without pushing up daisies soon after, use these tips:

**When you fight more than one of the same creature, eliminate all but one of them right away. You can draw just as much magic from one foe as from two or three, and you won't have to worry about the extra attacks.**

**Designate a group "medic" who keeps Cure and Esuna magic flowing. Combined with Double or Triple magic, these spells can keep you in the fight.**

**Early in the fight, use that support character to shield the fighters with magic. Protect dampens physical attacks, while Shell diminishes magical assaults.**



*"The best diplomat I know is a fully activated phaser bank!"*—Montgomery Scott

If you've ever been to a game convention that holds miniatures tournaments, you'll know what I mean about devils and details. Lots of people gather around a table full of tiny ships, tanks, or soldiers and argue over rules, movement, and line of sight. If anything, they make the old cliché about baseball ("Five minutes of action compressed into two and a half hours") seem inadequate. Some miniatures games can take upwards of two hours in order to simulate 20 seconds of actual combat.

# Star Trek: Starfleet Command

## Devil in the details

by Johnny L. Wilson

**Star Trek:  
Starfleet Command**  
Publisher  
Interplay Productions

Developer  
Quicksilver Software, Inc.

Premise  
The oldest unauthorized *Star Trek* game in existence—the starship naval sim *Star Fleet Battles*—gets authorized for the PC.

System Requirements  
Pentium 200 (without 3D accelerator) or Pentium 166 (with 3D); Windows 95/98; DirectX 6.1; 32 MB RAM; 250 MB free hard drive space; 4x CD-ROM drive (oh, come on, what would you be doing playing games without a CD-ROM drive?).



Why, then, would anyone bother? Why would you painstakingly measure, argue, move figures, roll dice, check charts, mark boxes, and repeat the process when the whole experience is a pale, lethargic imitation of real events—a slow-motion celebration of warfare like the violence in a Sam Peckinpah Western?

For me, it is the ritualized joy of having total control over the aspects of a given situation, the ecstasy of being able to leisurely figure out the best odds, the most critical edge, and going for it. It's being able to control the finest details of a given situation, including time.

Such was the appeal of the miniatures rules called *Star Fleet Battles*. Gamers could thumb through binders and booklets for the exact shield strength and weapon load-out of nearly any ship in the *Star Trek* universe, friend or foe. Plus, you could usually find at least one or two variants on the basic ship design, just to keep things interesting. Avid players could cite chapter and verse of weapon specifications and ship designations like devout fundamentalists quote scripture or Monty Python fans quote lines from *The Holy Grail*. The rules were satisfying, but many of us longed for a way to take command of the bridge and fight a starship battle in real time or, at least, in "real" *Star Trek* universe time.

### Captain to the Bridge

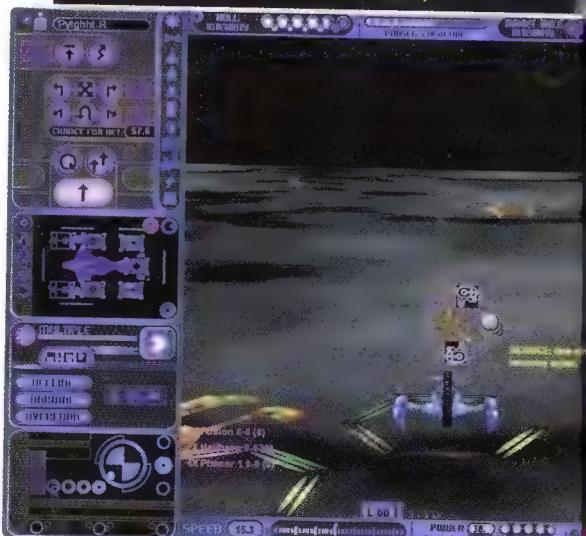
*Star Trek: Starfleet Command* (STSC) lets you take a command position on the bridge. You can control ship-to-ship duels or multiship actions. STSC lets you play a predesigned skirmish, customize a skirmish, engage in multiplayer mayhem on the



UNIFORM SPLENDOR Clicking on the insignia specific to each civilization invokes an interface with a specific look, feel, and sound for the selected race.

Internet, or play through a campaign as a commander in the fleet of any of six *Star Trek* civilizations: Federation, Gorn, Hydran, Klingon, Lyran, or Romulan. You can jump right into a skirmish if you like, but you're probably crazy to do so—this is one of the few games ever in which the artificial tutorial opponents humbled me. This is not because the AI captains are subtle and devious like Khan. They're not tactical wizards like Captain Kirk. These opponents close in on you and start

SINGLE-HEADED HYDRA During this skirmish, the lone Hydra ship has been surrounded by a squadron of the enemy.



duking it out with the style of a slugging Tyson, not a fleet-footed Ali.

The strongpoint of STSC—micromanagement—is also its weakness. Everything is modeled in tremendous detail. So you'll need to have a sense of what that High Energy Turn (HET) is going to cost you in terms of weaponry recharging. You'll require a near-encyclopedic knowledge of range and weaponry effectiveness tables (in spite of the tremendous documentation in chart form, you won't have time to check it out during combat). Plus, STSC will demand a solid awareness of your enemy's weaknesses. Everything is a trade-off.

## Battle Report

Because everything is a trade-off, you'll need to stay aware of everything and this means that the game has a steep learning curve. You won't master STSC in a short period of time. You especially won't be able to master STSC by glancing at the manual. As large as the manual is and as detailed as the



**DEAD END**  
As this starship captain is about to learn, close combat against enemy AI can be fatal.



## Starfleet Headquarters

**Tips from the Design Team**

- According to STSC's lead programmer, Marc Hertogh, it's generally unwise to go head to head against an AI-controlled ship. The computer captain makes super-fast decisions regarding maneuvers, weapons charging, and firing. This advantage becomes huge when close combat demands fast decisions. Whenever possible, go for a medium-range standoff. Of course, this depends on which ships are in play. Some are geared toward close combat and don't fare well in fighting at a distance.
- Speed is your friend.** Chris Taylor, the game's designer, says that you should always try to maintain a fairly high rate of ship speed, even if this means disabling a weapon or two.
- Hertogh says, "Use of electronic warfare is crucial, far more important than shield reinforcement. Many players opt to reinforce their shields but this is not as efficient as EW. Loading up on electronic counter measures (ECM) reduces the destructive effect of many enemy weapons. Your ship may seem to be pounded but the destructive effect is reduced. Because enemy ships may also employ ECM, it is vital that you monitor this and apply counter measures to your opponent's ECM (ECCM) as needed. This takes away their advantage."
- Taylor suggests that gamers should "Always purchase extra shuttles, marines, and mines. It is preferable to return alive with extra weapons than to run out before the battle is over."
- Taylor also states, "Using deep scan and probes is important. This will often reveal unknown enemy vessel locations and vital statistics. Sometimes the biggest threat is not the enemy in your sights."
- STSC producer Gary Graepel believes the best tip is for gamers to "learn the hot keys." Even though STSC isn't a twitch-and-flex game, things happen fast and the keyboard is often faster than the mouse.

accompanying ship information charts are, you really don't get to any vital information in the manual until page 97. Everything prior to that point is fairly superfluous. Plus, the documentation desperately needs a good index. The detailed table of contents is useful, but not useful enough.

Fortunately, the tutorial missions (found in the Academy section of any campaign) go a long way toward preparing you to use the interface and the systems it represents. However, there were many occasions where I succeeded in meeting the tutorial mission's goals while failing overall. For example, I learned in the Gorn campaign how to use my plasma torpedoes in a shotgun spray, but waited till too late to launch said spray. My ship would have blown up along with the other ships. Yet I was commended for

succeeding because I had, after all, destroyed the enemy vessels. The tutorials need to be a bit more context sensitive in terms of your overall performance.

## Sensors Indicate...

In short, *Star Trek: Starfleet Command* is the ideal real-time translation of one of the greatest sets of miniatures rules of all time. It is not an exact translation of *Star Fleet Battles*, but it captures the flavor, the detail, and the excitement of those rules. If you're not afraid of a heavy-duty learning curve or even of losing a few skirmishes along the way, STSC is definitely the best implementation of naval-style space combat ever to be presented on a computer screen. ☺

# DUELIST PRICE INDEX

## HOW TO USE THIS GUIDE

The prices presented here are the result of a nationwide survey of retailers. All prices, high, median, and low, are real. The median is similar to an average price (also called the mean in high-falutin' mathematical terms). The difference is that the median is an actual value that is located in the middle of an ordered list of all values, while the mean is the total of all values, divided by the number of values. The variations between high, median and low reflect the differences in regional supply and demand. The index shows the change in the median from last month's DPI. Amounts in the index column are black when a card's value increases, and red when it decreases.

The high and low are best used to determine the price range for a given card. When purchasing cards, it's very likely that the price will fall somewhere between the listed high and low, and is likely to be closer to the median than to high or low.

When trading cards, it's best to compare their median prices. The high and low often fluctuate depending on demographics. For the most stable comparison, the median is the way to go. The tradability rating (TR) can also be used to help determine the demand for a card.

## CARD CONDITION

**Mint**—Fresh out of the pack, cards are almost always in mint condition. Cards that are not straight out of a booster may still be in mint condition but typically are not, unless they've been protected somehow since opening.

**Near Mint**—Upon first inspection, mint and near mint condition cards should seem identical. Near mint condition cards are different only by the virtue of one or two barely detectable marks. All DPI prices are for mint/near mint condition cards. The distinction is so minor that one or two indiscernible marks do not devalue the card.

**Very Fine**—Bearing one or two small but noticeable marks, which can include small scratches, whitened corners, and minor scuff marks. Very fine condition cards are worth about 70–80 percent of a mint/near mint version of the same card.

**Fine**—Cards that have many minor defects—whitened corners, scratches, and scuff marks—but no major marks, such as creases, folds, or extensive scuff marks. Fine condition cards are worth about 60–80 percent of a mint/near mint version of the same card.

**Good**—Similar to a card in fine condition, but with more pronounced defects, or one or two major marks. Good condition cards are worth about 30–70 percent of a mint/near mint version of the same card.

**Poor**—Heavily played, creased, or folded cards are considered to be in poor condition. Generally, poor condition cards that are not in limited supply have little or no value. Poor condition cards that are difficult to find in mint/near mint condition are worth about 10–50 percent of a mint/near mint version of the same card.

**The Fine Print**—The prices listed are based on the experience of the authors and a select group of nationwide consultants. They are presented as a guide for information purposes only. No one is obligated in any way to buy, sell, or trade according to the prices.

Condition, rarity, demand, and the reader's desire to own determine the actual price paid. No offer to buy or sell at the prices listed is intended or made. Buying and selling is conducted at the reader's risk. Neither the authors nor the publisher assume any liability for any losses suffered for use of, or any typographic errors contained in, this guide. All value estimates are presented in U.S. dollars.

## SOMETHING SPECIAL

by Alex Shvartsman

Trading card game players have always been suckers for something new and different. A card that's common could be worth more to some people simply because it has a foil stamp. Though it plays the same, it's a collectible. Players' desire for something new and special hasn't gone unnoticed. Over the years, a number of promotional cards have become collector's items. It's not too late to start collecting 'em now.

### THE FIRST EXPERIMENT

The first **Magic** promotional card—Nalathni Dragon—was a unique card, available only to DragonCon 1995 attendees. With such limited quantities distributed (fewer than a Beta Black Lotus), the price quickly shot up. Nalathni Dragons were being sold for \$50 or more on the Internet. It wasn't a very wise investment. To satisfy the demands of **Magic** tournament players worldwide, Nalathni Dragon was included free in issue #3 of *The Duelist*. Subscribers got three additional copies, allowing for the four they would need if they decided to play with it.



Alex Shvartsman  
(ashv@concentric.net)  
uses Nalathni  
Dragons as kindling,  
and he's not sending  
any to you instead, so  
forget it!

### THE SECOND EXPERIMENT

A series of unique promotional cards followed, available only through the HarperPrism novels based on the **Magic** game. Arena, Sewers of Estark, Giant Badger, Windseeker Centaur, and Mana Crypt could be obtained only by buying a book and redeeming the coupon in the back. Mana Crypt turned out to be the only truly powerful card of the five, and has been worth as much as \$25. Currently, Mana Crypt can be found for about \$12–15.

### THE THIRD EXPERIMENT

At that point, Wizards decided that unique promotional cards caused too many headaches. The solution? Print alternative versions of cards that already exist. The first alternative art promotional cards were Counterspell and Incinerate. They were included in the DCI Legend membership, which is still a good deal. In addition to getting both cards, you get a **Magic** poker deck, an Italian *Legends* booster pack, and a free subscription to *Sideboard*, plus other benefits, all for \$30. Those two cards usually sell for \$10–15 each.

The Arena program introduced five alternative art basic lands, one given to each person who signed up for a season. Winners would receive an alternative art Disenchant or Fireball. Recently, foil lands have been printed for Arena, as well as a series of five foil *Urza's Saga* cards to be given out as prizes—Pouncing Jaguar, Skittering Skirge, Rewind, and two cards yet to be printed.

A series of 15 promotional land cards were printed for the emerging Asian market. Referred to as APAC (Asia Pacific) lands, you could obtain a pack of five by purchasing six booster packs from a participating store. Each of the 15 lands depicts a landmark, such as the Great Wall of China, Mount Fuji, and so on. A similar program is being unveiled in Europe in the year 2000.

### THAT THIRD ONE MUST HAVE WORKED

Seems that alternative art and promos are the winning combo. Junior Super Series players are in for a treat this year. Everyone who signs up for a Super Series Challenge receives a foil Thran Quarry, while players who finish in the Top 8 get a Serra Avatar. Other promotional foil cards—including Lightning Bolt and Stroke of Genius—are available to DCI judges who volunteer their time at large tournaments. At this year's **Magic** World Championships, a foil Balduvian Horde was given to participants and other attendees. Ordering *Mercadian Masques* from the Wizards online store could get you a foil Serra Angel.

While not at all necessary for play, promotional cards are an impressive, rare addition to any collection. They're a challenge to collect and a neat way to dress up a deck. I can't wait to see what other treats are coming in the future. 

## CENTRAL

- \* Cosmic Comics - Helena  
109 East 6th Avenue  
Helena, MT 59601  
Phone: (406) 442-8003  
Contact: Peggy Bahls  
cosmic@centric.net
- \* Dragon's Den  
3801 W. 34th St., Suite 115  
Sioux Falls, SD 57106  
Phone: (605) 361-4343  
Contact: Larry Kohlman  
dragons\_den@ideasign.com
- \* Level 12  
114 W 2nd St  
Casper, WY 26010  
Phone: (307) 266-5303  
Contact: Mark Bull  
splort@coffeey.com
- \* The Splash Page - Missoula  
1900 Brook St  
Missoula, MT 59801  
Phone: (406) 543-9944  
Contact: Scott Phelps  
scott@thesplashpage.com

## MID-ATLANTIC

- \* All Star Comics & Cards  
1151 Quentin Rd  
Lebanon, PA 17042  
Phone: (717) 228-1855  
Contact: Kevin Furhman
- \* Comicquest  
1328 Chestnut St  
Emmaus, PA 18049  
Phone: (610) 966-0199  
Contact: Tom Barnes  
tj@enter.net
- \* Game Trader  
428 Portage Trail  
Cuyahoga Falls, OH 44221  
Phone: (330) 922-4263  
Contact: Lee McLean  
gtrader@raex.com
- \* Legend Collectors Emporium  
1757 George Washington Memorial Hwy  
Gloucester Point, VA 23062  
Phone: (804) 642-5515  
Combat: Robert Bear  
webmaster@legendsmtg.com
- \* Richmond Comix  
8517 Midlothian Turnpike  
Richmond, VA 23235  
Phone: (804) 330-3460  
Contact: Frank Miller  
richmix@cybrwks.net
- \* Spellbinders  
257 South Water Street  
Kent, OH 44240  
Phone: (330) 673-2230  
Contact: Paul Burdick  
zurangy@aol.com
- \* Total Access Games  
7217 Stonewall Parkway  
Mechanicsville, VA 23111  
Phone: (804) 559-1124  
Contact: John Bowles  
total-access@mindspring.com

## MIDWEST

- \* Big League Baseball Cards Supply  
527 North Sheridan Street  
Crown Point, IN 46307

- Phone: (219) 663-7537  
Contact: Tim Malott  
save@big-league.com
- \* Chimera Hobby Shop-II  
425 West College Ave  
Appleton, WI 54911  
Phone: (920) 735-1201  
Contact: Bob Moses  
chimera@osys.net
- \* Downtown Comics  
111 North Pennsylvania Street  
Indianapolis, IN 46204  
Phone: (317) 237-0398  
Contact: Kevin Dolen  
dtc@indy.net
- \* Dragon Fire Comics  
1800 NW 86th Street  
Clive, IA 50325  
Phone: (515) 270-5371  
Contact: Doug & Jeff  
dragon-fire@email.msn.com
- \* Galaxy Cards & Comics  
2707 Aurora Avenue  
Naperville, IL 60540  
Phone: (630) 778-1144  
Contact: Dan Pfeifer  
galaxycom1@aol.com
- \* Games Galore  
7 University Avenue  
Madison, WI 53715  
Phone: (608) 288-1800  
Contact: Jason Mounsey  
jd\_mounsey@students.wisc.edu
- \* Heroes Comics  
4562 Chloe  
Pikeville, KY 41501  
Phone: (606) 432-4376  
Contact: Ben Crisman
- \* In Your Face Comics  
2350 E Stop 11 Rd  
Indianapolis, IN 46227  
Phone: (317) 888-9961  
Contact: Alex Heminger  
angelal@quest.net
- \* Kabob Cards  
104 S Morrison  
Collinsville, IL 62234  
Phone: (618) 345-6453  
Contact: Michael Castelli  
dizdude@prodigy.net
- \* Outer Limits/White Cap Comics  
1120 Burton SW  
Wyoming, MI 49509  
Phone: (616) 452-1348  
Contact: Dan Collins  
rex2man@aol.com
- \* S & S Collectibles  
3506 S 22nd St  
St. Joseph, MO 64503  
Phone: (816) 233-4413  
Contact: Sam Bradford  
sandscomputing@sandscomputing.com
- \* Sibley Lumber Centers  
25212 Harper Avenue  
St. Clair Shores, MI 48081  
Phone: (810) 772-2020  
Contact: Howard Dawson  
phd11@juno.com
- \* The Tent Planet  
200 West Lincoln Hwy  
Scherville, IN 46375  
Phone: (219) 322-2902  
Contact: Matt Johnson  
merlin@connectcom.net

## Meet the Contributors

On this page you'll find the names of all the retailers who've contributed their price lists. Without their help, we wouldn't have any prices. Part of their reward can be seen throughout the DPI, in the form of "Shop Talk." Every month Shop Talk will feature eight contributors, one from each region, voicing their opinions about a variety of topics. If you see a

- NORTHEAST
  - \* Flights of Fantasy  
217 Central Avenue  
Albany, NY 12205  
Phone: (518) 433-8803  
Contact: Maria Perry  
fof@nycap.rr.com
  - \* Heavenly Collectibles  
883 72nd Street  
Brooklyn, NY 11228  
Phone: (718) 921-0450  
Contact: Reynaldo Torres  
Jamscomics@mail.com
  - \* Jam's Comic Connection  
435 King Street  
Littleton, MA 01460  
Phone: (978) 486-1099  
Contact: Joan Sekelsky  
Jamscomics@mail.com
  - \* Lenox Sportscards & Gaming  
55 Pittsfield Rd  
Lenox, MA 01240  
Phone: (413) 637-3243  
Contact: Bill Mitkoff  
wamcards@berkshironet.com
  - \* Neutral Ground - New York  
122 W 26th Street 4th Floor  
New York, NY 10001  
Phone: (212) 633-1288  
Contact: Brian David-Marshall  
info@aground.com
  - \* New Hampshire Magic Outpost  
761 Candia Road  
Chester, NH 03036  
Phone: (603) 483-2276  
Contact: Raymond Anderson  
maroken@aol.com
  - \* Rah Coco's  
1063 Chalkstone Ave  
Providence, RI 02908  
Phone: (401) 861-3221  
Contact: Regan Hurst  
rah-cocos@home.com
  - \* Saratoga Sci-Fi  
Wilton Mall  
Saratoga Springs, NY 12866  
Phone: (518) 584-2699  
Contact: Doug Chang  
doug@scifizone.com
  - \* The Brass Dragon  
272 Main St  
Torrington, CT 06790  
Phone: (860) 489-5262  
Contact: Brian Muhlbauer  
brassdragon@snet.net
  - \* The Game Zone  
903 Central Avenue #B  
Dover, NH 03820  
Phone: (603) 749-2242  
Contact: Mark Hutchinson  
the\_grid@yahoo.com
  - \* Wayne's Cards & Comics  
711 Putnam Pike  
Greenville, RI 02828  
Phone: (401) 949-0022  
Contact: Wayne Martin  
wmartin711@aol.com

- NORTHWEST
  - \* Allegiance Games  
1210 First Street  
Snohomish, WA 98290  
Phone: (360) 568-1785  
Contact: David Gerrard  
renegade37@worldnet.att.net
  - \* Emerald City Comics  
770 E 13th  
Eugene, OR 97401  
Phone: (541) 345-2568  
Contact: Stuart Bracken  
magic\_grizzles@hotmail.com
  - \* Grand Slam Sports & Comics  
3436 Williams Rd  
Fort Worth, TX 76116  
Phone: (817) 244-7311  
Contact: Chuck Royal  
magic\_grandslam@hotmail.com
  - \* Ivory & Steel  
1585 Cimarron Plaza  
Stillwater, OK 74075  
Phone: (405) 372-3905  
Contact: Jason Lewis  
ivoryst@juno.net
  - \* Pegasus Loft  
2731 Southwest Parkway Suite #6  
Wichita Falls, TX 76308  
Phone: (940) 692-7571  
Contact: Shelton Fugate  
peploft@wf.quirk.com
- SOUTHEAST
  - \* Blackthorn  
1430 Highway 70E  
Dickson, TN 37055  
Phone: (615) 446-6057  
Contact: Mark Amoroso  
blkthrn1@aol.com
  - \* Bunjee's Books and Comics  
1414 Highway 16 W  
Griffin, GA 30223  
Phone: (770) 412-6723  
Contact: Bill Phillips  
smivins@aol.com
  - \* Games Galore - Raleigh  
6570 Glenwood Ave  
Raleigh, NC 27612  
Phone: (919) 781-4263  
Contact: Chris Killmeyer  
pmcrace@bellsouth.net
  - \* Neutral Ground - Atlanta  
281 South Main Street 103 B  
Alpharetta, GA 30004  
Phone: (770) 753-0030  
Contact: Rudy Edwards  
erfract@mindspring.com
  - \* Outer Limit Comics  
100 N. Houston Lake Blvd.  
Centerville, GA 31028  
Phone: (912) 953-7867  
Contact: David Davenport  
ded127@aol.com
  - \* The Grid  
687 Main St  
Manchester, CT 06040  
Phone: (860) 645-9006  
Contact: Karl Dignam  
the\_grid@yahoo.com
- SOUTH
  - \* Bibliotech Books and Comics  
123 E Main  
Shawnee, OK 74801  
Phone: (405) 275-9494

store in your area that you didn't know about, give them a call. They could be closer than you think.

Our "financial consultants" are some of the most skilled traders in the United States. Bill Macey, Dan Bock, Randall Newell, and Alex Shvartsman will be keeping us up to date on which **Magic** cards are being traded and which ones are just collecting dust.

Contact: Randolph Grizzle  
BBComics@aol.com

- \* Browser Games  
5608 Pinemont  
Houston, TX 77092  
Phone: (713) 680-1870  
Contact: Deana Fortune  
deana@browsersgames.com
- \* Grand Slam Sports & Comics  
3436 Williams Rd  
Fort Worth, TX 76116  
Phone: (817) 244-7311  
Contact: Chuck Royal  
magic\_grandslam@hotmail.com
- \* Ivory & Steel  
1585 Cimarron Plaza  
Stillwater, OK 74075  
Phone: (405) 372-3905  
Contact: Jason Lewis  
ivoryst@juno.net
- \* Pegasus Loft  
2731 Southwest Parkway Suite #6  
Wichita Falls, TX 76308  
Phone: (940) 692-7571  
Contact: Shelton Fugate  
peploft@wf.quirk.com

## WEST

- \* All Star Baseball  
912 S Robertson Blvd  
Los Angeles, CA 90035  
Phone: (310) 652-2904  
Contact: Richard Lo Scalzo  
alistscards@earthlink.net
- \* Amazing Comics & Cards  
5555 Sterns Street Suite 103  
Long Beach, CA 90815  
Phone: (562) 493-4427  
Contact: Dan Faris  
amazingcomicscards@worldnet.att.net
- \* Arizona Collector's Paradise  
1549 North 7th Street  
Scottsdale, AZ 85257  
Phone: (602) 970-6744  
Contact: George Velez  
azpar@aol.com
- \* BCS Books & Comics  
701 Inwood Dr  
Bryan, TX 77802  
Phone: (409) 846-7412  
Contact: Guy Jones  
jrpark@txkyber.com
- \* Court Jesters  
1117 E Main Street #102  
Alhambra, CA 91801  
Phone: (626) 284-2607  
Contact: Frank Burr  
frank@courtjesters.com
- \* North Coast Role Playing  
609 E St  
Eureka, CA 95501  
Phone: (707) 444-2288  
Contact: Barry Osser  
oss1ncr@mail.northcoast.com
- \* Thunder & Lightning Cards  
1718 Colorado Boulevard  
Los Angeles, CA 90041  
Phone: (323) 341-5600  
Contact: Art Soghomonian  
tlgaming@aol.com

## MORE MONEY

If you're a retailer who has an extensive inventory of out-of-print cards, contact (425)-254-2212 or supercard@vixen.com to become a DPI contributor.

# MAGIC

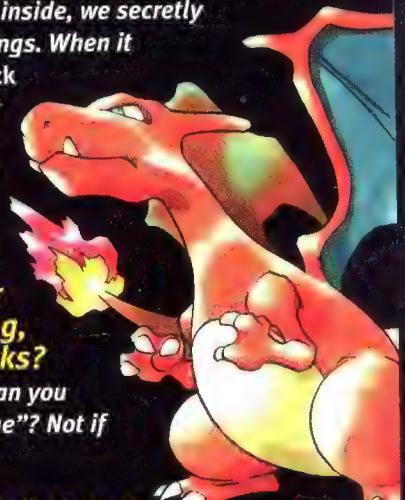
Item	High	Med	Low	TR	+/	Item	High	Med	Low	TR	+/	Item	High	Med	Low	TR	+/						
<b>ALPHA</b>																							
Typical Common	\$1.00	\$1.00	\$0.79	1		Camouflage	U	6.00	6.00	5.00	2	Demonic Attorney	R	10.00	7.00	3.00	2	Glasses of Urza	U	4.00	3.00	2.00	2
Air Elemental	U	\$4.00	\$3.00	\$3.00	2	Castle	U	3.00	3.00	3.00	2	Demonic Hordes	R	15.00	10.00	10.00	3	Gloom	U	3.00	3.00	3.00	2
Ancestral Recall	R	130	100	75.00	5	Celestial Prism	U	4.00	3.00	2.00	2	Demonic Tutor	U	15.00	5.00	3.00	2	Goblin Balloon Brigade	U	5.00	3.00	2.00	2
Animate Artifact	U	5.00	3.00	2.00	2	Channel	U	5.00	4.00	3.00	2	Dingus Egg	R	10.00	7.00	4.00	2	Goblin King	R	12.00	12.00	7.00	2
Animate Dead	U	5.00	3.00	2.00	2	Chaos Orb	R	90.00	45.00	40.00	4	Disenchant	C	5.00	3.00	1.00	1	Grande Gargoyle	R	12.00	8.00	4.00	3
Animate Wall	R	10.00	7.00	3.00	2	Chaoslace	R	8.00	6.00	2.00	2	Disintegrate	C	2.00	2.00	1.00	1	Green Ward	U	5.00	3.00	2.00	2
Ankh of Mishra	R	10.00	7.00	2.00	2	Clockwork Beast	R	8.00	3.00	2.00	2	Disrupting Scepter	R	12.00	10.00	4.00	3	Helm of Chatzuk	R	10.00	7.00	3.00	2
Armageddon	R	25.00	10.00	6.00	4	Clone	U	5.00	3.00	3.00	2	Dragon Whelp	U	5.00	3.00	2.00	2	Hive, The	R	8.00	3.00	2.00	2
Aspect of Wolf	R	10.00	7.00	4.00	2	Cockatrice	R	8.00	4.00	3.00	2	Drain Life	C	2.00	2.00	1.00	1	Holy Strength	C	2.00	1.00	0.79	1
Bad Moon	R	12.00	10.00	5.00	3	Consecrate Land	U	5.00	5.00	3.00	2	Drain Power	R	10.00	7.00	2.00	2	Howl from Beyond	C	15.00	1.00	1.00	1
Badlands	R	30.00	15.00	12.00	4	Conservator	U	7.00	5.00	3.00	2	Dwarven Demo Team	U	8.00	5.00	4.00	2	Howling Mine	R	10.00	5.00	2.00	3
Balance	R	15.00	10.00	6.00	3	Contract from Below	R	10.00	8.00	3.00	2	Earth Elemental	U	3.00	3.00	2.00	2	Hurlokn Minotaur	C	2.00	1.00	1.00	1
Basalt Monolith	U	5.00	4.00	3.00	2	Control Magic	U	10.00	5.00	4.00	2	Earthquake	R	10.00	10.00	3.00	3	Hurricane	U	8.00	5.00	3.00	2
Bayou	R	30.00	15.00	12.00	4	Conversion	U	10.00	5.00	3.00	2	Evil Presence	U	3.00	3.00	2.00	2	Hypnotic Specter	U	18.00	10.00	5.00	2
Berserk	U	35.00	20.00	15.00	3	CoP: Blue	C	2.00	1.00	1.00	1	False Orders	C	4.00	3.99	1.00	1	Ice Storm	U	25.00	12.00	10.00	2
Birds of Paradise	R	25.00	10.00	8.00	3	CoP: Green	C	10.00	1.00	1.00	1	Farmstead	R	8.00	8.00	3.00	3	Icy Manipulator	U	30.00	25.00	15.00	3
Black Knight	U	6.00	5.00	2.00	3	CoP: Red	C	3.00	1.00	1.00	1	Fastbond	R	10.00	8.00	3.00	3	Illusionary Mask	R	15.00	10.00	4.00	3
Black Lotus	R	400	275	200	5	CoP: White	C	2.00	1.00	1.00	1	Feedback	U	4.00	3.00	2.00	2	Instill Energy	U	5.00	4.00	3.00	2
Black Vise	U	5.00	5.00	4.00	2	Copper Tablet	U	9.00	6.00	5.00	2	Fire Elemental	U	4.00	3.00	2.00	2	Invisibility	C	3.00	2.00	1.00	1
Black Ward	U	3.00	3.00	2.00	2	Copy Artifact	R	12.00	12.00	5.00	3	Fireball	C	3.00	2.00	1.00	1	Iron Star	U	3.00	2.00	2.00	2
Blaze of Glory	R	35.00	30.00	18.00	3	Counterspell	U	8.00	6.00	5.00	3	Flashfires	U	4.00	3.00	2.00	2	Island	C	2.00	1.00	0.50	2
Blessing	R	10.00	8.00	4.00	2	Crusade	R	18.00	10.00	6.00	3	Force of Nature	R	20.00	10.00	6.00	3	Island Sanctuary	R	8.00	3.00	2.00	2
Blue Ward	U	3.00	3.00	2.00	2	Crystal Rod	U	3.00	2.00	2.00	2	Forcefield	R	110	60.00	40.00	3	Ivory Cup	U	7.00	5.00	3.00	2
Bog Wraith	U	5.00	3.00	2.00	2	Cursed Land	U	3.00	2.00	2.00	2	Fork	R	20.00	15.00	13.00	3	Jade Monolith	R	12.00	8.00	3.00	2
Braineyscer	R	16.00	12.00	8.00	3	Cyclopean Tomb	R	70.00	30.00	25.00	4	Fungijsaur	R	10.00	6.00	4.00	2	Jade Statue	U	12.00	8.00	5.00	2
Burrowing	U	3.00	2.00	2.00	2	Dark Ritual	C	3.00	3.00	1.00	1	Gaea's Liege	R	10.00	10.00	7.00	2	Jayemdae Tome	R	10.00	7.00	4.00	3
						Darkpact	R	10.00	8.00	3.00	2	Gauntlet of Might	R	110	90.00	50.00	3	Juggernaut	U	5.00	4.00	2.00	3
						Deathglace	R	10.00	7.00	2.00	2	Giant Growth	C	2.00	1.00	1.00	1	Jump	C	2.00	1.00	1.00	1
												Karma	L	4.00	3.00	2.00	2						

## SHOP TALK

— by Michael Mikaelian

# COLLECTORS "R" US?

*There's something within our genetic makeup that makes us instinctively collect. Some of us rail against that nature on the outside, but inside, we secretly desire to collect all sorts of things. When it comes to the readers of TopDeck magazine, the things to collect are usually—but not always—trading card games. We asked our contributors about your collecting habits.*



**What's the most popular card strictly for collecting, never seeing play in decks?**

*Charizard wins, claws down. Can you say "Fire Spin does 100 damage"? Not if you're playing a game.*

**Players, collectors, or both. Which are, your customers?** There's a reason why we don't call 'em collectible card games anymore! Everyone seems to be playing with their Magic cards. Though foils haven't brought in any new speculators, they do seem to have made it easier to trade for nonfoil rares.

**What other collectible is popular with your customers?** Comic books are the other collectible of choice among TCG players. At least that's what I hear.

Gaea's Liege	R	12.00	10.00	7.00	3	Library of Leng	U	45.00	5.00	2.00	2
Gauntlet of Might	R	117	90.00	60.00	4	Lich	R	50.00	30.00	20.00	3
Giant Growth	C	2.00	2.00	1.00	2	Lifeforce	U	7.00	5.00	2.00	2
Glasses of Urza	U	5.00	3.00	2.00	2	Lifelace	R	8.00	2.00	2.00	3
Gloom	U	3.00	3.00	2.50	3	Lifetap	U	5.00	5.00	2.00	2
Goblin Battalion Brigade	U	5.00	3.00	2.00	2	Lightning Bolt	C	10.00	7.00	1.00	4
Goblin King	R	14.00	10.00	5.00	3	Living Artifact	R	10.00	7.00	2.00	3
Granite Gargoyle	R	12.00	8.00	3.00	3	Living Lands	R	8.00	2.00	2.00	3
Green Ward	U	5.00	2.00	2.00	2	Living Wall	U	5.00	3.00	2.00	2
Helm of Chatzuk	R	18.00	7.00	2.00	3	Llanowar Elves	C	4.00	3.00	1.00	2
Hive, The	R	8.00	2.00	1.00	3	Lord of Atlantis	R	15.00	15.00	7.00	3
Holy Strength	C	2.00	1.00	1.00	2	Lord of the Pit	R	8.00	5.00	4.00	3
Howl from Beyond	C	3.00	1.00	1.00	2	Lure	U	10.00	5.00	2.00	2
Howling Mine	R	20.00	7.00	5.00	4	Magical Hack	R	20.00	8.00	4.00	3
Hurdon Minotaur	C	2.00	1.00	1.00	2	Mahamoti Djinn	R	15.00	12.00	8.00	4
Hurricane	U	8.00	5.00	2.00	2	Mana Flare	R	10.00	10.00	4.00	3
Hypnotic Specter	U	20.00	10.00	5.00	3	Mana Short	R	12.00	10.00	2.00	3
Ice Storm	U	29.98	20.00	12.00	3	Mana Vault	R	14.00	10.00	3.00	4
Icy Manipulator	U	45.00	40.00	20.00	5	Manabards	R	18.00	8.00	3.00	3
Illusionary Mask	R	20.00	10.00	6.00	3	Meekstone	R	8.00	5.00	2.00	3

Item	High	Med	Low	TR	+/	Item	High	Med	Low	TR	+/	Item	High	Med	Low	TR	+/	Item	High	Med	Low	TR	+/	
Mesa Pegasus	C	2.00	1.00	1.00	2	Steal Artifact	U	5.00	2.00	2.00	2	Ankh of Mishra	R	5.00	4.00	3.00	2	Lich	R	45.00	40.00	30.00	3	
Mind Twist	R	8.00	3.00	2.00	3	Stone Giant	U	5.00	2.00	1.00	2	Armageddon	R	10.00	6.00	6.00	4	Lifeforce	U	3.00	1.00	1.00	1	
Mox Emerald	R	200	187	140	5	Stone Rain	C	2.00	1.00	1.00	2	Aspect of Wolf	R	5.00	5.00	4.00	2	Lifelace	R	4.00	3.00	2.00	2	
Mox Jet	R	200	180	140	5	Stream of Life	C	2.00	1.00	1.00	2	Bad Moon	R	9.00	6.00	6.00	3	Lifetap	U	2.00	1.00	1.00	1	
Mox Pearl	R	200	180	140	5	Sunglasses of Urza	R	8.00	3.00	2.00	3	Badlands	R	20.00	15.00	12.00	4	Lightning Bolt	C	3.00	1.00	0.50	1	
Mox Ruby	R	200	180	140	5	Swords to Plowshares	U	25.00	12.00	5.00	4	Balance	R	8.00	6.00	5.00	3	Living Artifact	R	4.00	4.00	3.00	2	
Mox Sapphire	R	200	180	130	5	Taiga	R	45.00	40.00	12.00	4	Basalt Monolith	U	2.00	2.00	1.00	1	Living Lands	R	4.00	4.00	3.00	2	
Natural Selection	R	20.00	15.00	10.00	3	Terror	C	3.50	3.00	1.00	2	Bayou	R	18.00	15.00	12.00	4	Living Wall	U	3.00	2.00	1.00	1	
Nether Shadow	R	10.00	3.00	3.00	3	Thicket Basilisk	U	3.00	3.00	2.00	2	Berserk	U	30.00	29.00	20.00	3	Lord of Atlantis	R	7.00	6.00	5.00	2	
Nettling Imp	U	25.00	5.00	2.00	2	Thoughtlace	R	8.00	7.00	2.00	3	Beasts of Paradise	R	10.00	8.00	8.00	4	Lord of the Pit	R	10.00	8.00	5.00	2	
Nevinyrra's Disk	R	35.00	25.00	10.00	4	Throne of Bone	U	5.00	2.00	2.00	2	Black Knight	U	2.50	2.00	2.00	2	Lure	U	3.00	1.00	1.00	1	
Nightmare	R	15.00	10.00	9.00	4	Timber Wolves	R	8.00	3.00	2.00	3	Black Lotus	R	300	275	225	5	Magical Hack	R	5.00	5.00	3.00	2	
Northern Paladin	R	10.00	3.00	2.00	3	Time Vault	R	75.00	40.00	35.00	4	Black Vise	U	3.00	2.00	2.00	1	Mahamoti Djinn	R	9.00	8.00	5.00	3	
Obsidian Golem	U	5.00	2.00	2.00	2	Time Walk	R	225	200	140	5	Black Ward	U	2.00	1.00	1.00	1	Mana Flare	R	8.00	5.00	4.00	2	1.00
Orcish Artillery	U	5.00	2.00	2.00	2	Timetwister	R	185	150	75.00	5	Blaze of Glory	R	40.00	25.00	20.00	3	Mana Short	R	6.00	5.00	3.25	2	
Orcish Orfflame	U	5.00	2.00	1.00	2	Tropical Island	R	50.00	40.00	12.00	4	Blessing	R	5.00	5.00	4.00	2	Mana Vault	R	5.00	4.00	4.00	2	1.00
Pearled Unicorn	C	2.00	1.00	1.00	2	Tsunami	U	5.00	3.00	2.00	2	Blue Ward	U	2.00	1.00	1.00	1	Manabarbs	R	5.00	4.00	4.00	2	
Personal Incarnation	R	8.00	3.00	3.00	3	Tundra	R	50.00	40.00	12.00	4	Bog Wraith	U	2.00	1.00	1.00	1	Meekstone	R	5.00	4.00	3.00	2	1.00
Pestilence	C	2.00	1.00	1.00	2	Tunnel	U	5.00	2.00	1.00	2	Braineyser	R	10.00	9.00	6.67	3	Natural Selection	R	30.00	20.00	10.00	2	
Phantasmal Forces	U	5.00	2.00	1.00	2	2-Headed Giant of Foriys	R	50.00	30.00	24.00	3	Burrowing	U	2.00	1.00	1.00	1	Nether Shadow	R	5.00	5.00	3.00	2	
Phantasmal Terrain	U	2.00	1.00	1.00	2	Underground Sea	R	50.00	40.00	13.00	4	Camoouflage	U	8.00	5.00	3.00	1	Nettling Imp	U	2.00	1.00	1.00	1	
Phantom Monster	U	5.00	2.00	2.00	2	Unholy Strength	C	2.00	1.00	1.00	2	Castle	U	2.00	1.00	1.00	1	Moxy	R	170	150	125	5	5.01
Pirate Ship	R	8.00	2.00	1.00	3	Uthden Troll	U	5.00	3.00	2.00	2	Celestial Prism	U	2.00	1.00	1.00	1	Mox Ruby	R	170	150	125	5	
Plateau	R	45.00	40.00	12.00	4	Verduran Enchantress	R	9.00	8.00	5.00	3	Channel	U	3.00	1.00	1.00	1	Mox Sapphire	R	175	150	125	5	
Power Sink	C	2.00	2.00	1.00	2	Vesuvan Doppleganger	R	35.00	25.00	18.00	3	Chaos Orb	R	65.00	50.00	40.00	3	Natural Selection	R	30.00	20.00	10.00	2	
Power Surge	R	8.00	4.00	2.00	3	Veteran Bodyguard	R	12.00	8.00	6.00	3	Chaoslace	R	4.00	3.00	3.00	2	Obsidian Golem	U	2.00	1.00	1.00	1	
Prodigal Sorcerer	C	2.00	1.00	1.00	2	Volcanic Eruption	R	10.00	7.00	3.00	3	Clockwork Beast	R	5.00	4.00	3.00	2	Orcish Artillery	U	2.00	1.00	1.00	1	
Psion Blast	U	35.00	15.00	5.00	4	Volcanic Island	R	50.00	40.00	30.00	4	Clone	U	7.00	5.00	3.00	2	Nevinyrra's Disk	R	10.00	8.00	6.00	4	
Psychic Venom	C	2.00	1.00	1.00	2	Wall of Air	U	5.00	3.00	2.00	2	Control Maze	U	3.00	2.00	1.00	1	Orcish Orfflame	U	2.00	1.00	1.00	1	
Purelace	R	40.00	8.00	2.00	3	Wall of Bone	U	3.00	3.00	2.00	2	Conversion	U	3.00	1.00	1.00	1	Personal Incarnation	R	5.00	4.00	3.50	2	1.00
Raging River	R	25.00	20.00	10.00	3	Wall of Brambles	U	5.00	3.00	2.00	2	Copper Tablet	U	9.00	5.00	2.50	1	Phantasmal Forces	U	2.00	1.00	1.00	1	
Red Elemental Blast	C	2.00	2.00	1.00	2	Wall of Fire	U	5.00	3.00	2.00	2	Copy Artifact	R	10.00	7.00	5.00	3	Phantom Monster	U	2.00	2.00	1.00	1	1.00
Red Ward	U	5.00	2.00	1.00	2	Wall of Ice	U	5.00	3.00	2.00	2	Counterspell	U	2.00	2.00	1.00	2	Pirate Ship	R	5.00	4.00	3.00	2	
Regeneration	C	2.00	1.00	1.00	2	Wall of Stone	U	5.00	3.00	2.00	2	Crusade	R	8.00	7.00	5.00	3	Plateau	R	20.00	15.00	12.00	4	
Regrowth	U	10.00	8.00	5.00	4	Wall of Swords	U	5.00	3.00	2.00	3	Crystal Rod	U	2.00	1.00	1.00	1	Power Surge	R	5.00	4.00	3.00	2	
Resurrection	U	12.00	5.00	2.00	2	Wall of Water	U	5.00	3.00	2.00	2	Cursed Land	U	2.00	1.00	1.00	1	Purelace	R	4.00	3.00	2.00	2	
Reverse Damage	R	10.00	8.00	5.00	3	Wanderlust	U	5.00	3.00	2.00	2	Darkpact	R	5.00	4.00	3.00	2	Raging River	R	38.00	26.00	22.00	3	
Righteousness	R	10.00	10.00	5.00	3	Warp Artifact	R	8.00	7.00	2.00	3	Deathgrip	U	2.00	1.00	1.00	1	Deathlace	R	2.00	1.00	1.00	1	
Roc of Kher Ridges	R	15.00	8.00	4.00	3	Water Elemental	U	5.00	3.00	2.00	2	Deathlace	R	4.00	4.00	2.00	2	Deathlace	R	4.00	4.00	2.00	2	
Rock Hydra	R	10.00	8.00	3.00	3	Web	R	8.00	7.00	2.00	3	Demonic Attorney	R	5.00	4.00	3.00	2	Resurrection	U	2.29	2.00	1.00	1	0.75
Rod of Ruin	U	20.00	5.00	2.00	2	Wheel of Fortune	R	18.00	15.00	10.00	4	Demonic Hordes	R	14.00	10.00	8.00	2	Reverse Damage	R	6.00	5.00	4.00	2	
Royal Assassin	R	25.00	11.00	2.00	4	White Knight	U	11.00	8.00	2.00	4	Righteousness	R	5.00	5.00	4.00	2	Righeousness	R	5.00	5.00	4.00	2	
Sacrifice	U	3.00	2.00	1.00	2	White Ward	U	3.00	3.00	2.00	2	Roc of Kher Ridges	R	8.00	6.00	5.00	2	Righeousness	R	8.00	6.00	5.00	2	1.00
Sarnite Healer	C	2.00	1.00	0.50	2	Will-O'-the-Wisp	R	15.00	12.00	6.00	3	Rock Hydra	R	10.79	8.00	5.00	2	Righeousness	R	10.79	8.00	5.00	2	
Savannah	R	40.00	40.00	12.00	4	Winter Orb	R	18.00	15.00	10.00	4	Dragon Whelp	U	3.00	2.00	1.00	1	Rod of Ruin	U	3.00	1.00	1.00	1	
Savannah Lions	R	10.00	4.00	2.00	4	Wooden Sphere	U	5.00	2.00	1.00	2	Dragon Whelp	R	9.00	8.00	4.00	2	Rod of Ruin	R	15.00	12.00	10.00	3	
Scarfie Zombies	C	2.00	1.00	1.00	2	Word of Command	R	55.00	40.00	25.00	3	Goblin Balloon Brigade	U	2.00	1.00	1.00	1	Savannah Lions	R	7.00	5.00	4.00	3	
Scavenging Ghoul	U	30.00	5.00	2.00	2	Word of Command	R	55.00	40.00	25.00	3	Goblin King	R	8.00	6.00	4.00	2	Savannah Lions	R	7.00	5.00	4.00	3	
Scrubland	R	45.00	40.00	12.00	4	Wrath of God	R	40.00	30.00	6.00	4	Granit Gargoyle	R	8.00	7.00	5.00	2	Savenging Ghoul	U	2.00	1.00	1.00	1	
Sea Serpent	C	2.00	1.00	1.00	2	Zombie Master	R	10.00	10.00	4.00	3	Green Ward	U	2.00	1.00	1.00	1	Scrubland	R	18.00	15.00	12.00	4	
Serpent	C	2.00	1.00	1.00	2						Helm of Chatzuk	R	6.00	4.00	3.00	2	Scrubland	R	18.00	15.00	12.00	4		
Sedge Troll	R	15.00	10.00	6.00	3						Hive, The	R	5.00	5.00	3.00	2	Scrubland	R	18.00	15.00	12.00	4		
Sedge Troll	R	15.00	10.00	6.00	3						Howling Mine	R	9.00	7.50	5.00	3	Scrubland	R	18.00	15.00	12.00	4		
Senger Vampire	U	14.00	10.00	5.00	4						Hurricane	U	2.00	1.50	1.00	1	Scrubland	R	18.00	15.00	12.00	4		
Serra Angel	U	12.00	5.00	4.00	4						Hypnotic Specter	U	4.00	3.00	2.00	1	Scrubland	R	18.00	15.00	12.00	4		
Shatter	C	2.00	1.00	1.00	2						Ice Storm	U	20.00	15.00	12.00	2	Scrubland	R	18.00	15.00	12.00	4		
Shivan Dragon	R	45.00	15.00	12.00	4						Icy Manipulator	U	30.00	25.00	22.00	4	Scrubland	R	18.00	15.00	12.00	4		
Simulacrum	U	5.00	5.00	2.00	2						Illusionary Mask	R	37.29	30.00	20.00	3	Scrubland	R	18.00	15.00	12.00	4		
Sinkhole	C	12.00	4.00	1.00	3																			

Item	High	Med	Low	TR	+/	Item	High	Med	Low	TR	+/	Item	High	Med	Low	TR	+/	Item	High	Med	Low	TR	+/	
Wall of Swords	U	2.00	1.00	1.00	1	Gaea's Liege	R	4.95	4.00	3.00	1	Sinst	R	5.00	4.00	3.00	2	Air Elemental	U	1.00	1.00	0.50	1	
Wall of Water	U	2.00	1.00	1.00	1	Glasses of Urza	U	1.00	0.75	0.50	1	Steal Artifact	U	1.00	0.75	0.50	1	Aladdin's Lamp	R	4.00	3.00	2.00	1	
Wanderlust	U	2.00	1.00	1.00	1	Gloom	U	1.00	0.75	0.50	1	Stone Giant	U	1.00	0.75	0.50	1	Aladdin's Ring	R	4.00	3.00	2.49	1	
Warp Artifact	R	5.00	4.00	3.00	2	Goblin Balloon Brigade	U	1.00	0.75	0.50	1	Sunglasses of Urza	R	4.00	3.00	2.50	1	All Baba	U	1.00	1.00	0.50	1	0.25
Water Elemental	U	2.00	1.00	1.00	1	Goblin King	R	5.00	4.00	3.50	2	Swords to Plowshares	U	2.00	1.00	1.00	1	Angry Mob	U	1.00	1.00	0.50	1	
Web	R	5.00	4.00	4.00	2	Granite Gargoyle	R	6.00	5.00	3.00	2	Taiga	R	15.00	11.00	10.00	4	Animate Artifact	U	1.00	0.75	0.50	1	
Wheel of Fortune	R	15.00	10.00	8.00	3	Green Ward	U	1.00	0.75	0.50	1	The Hive	R	4.00	3.00	3.00	1	Animate Dead	U	1.00	1.00	0.50	1	0.21
White Knight	U	3.00	2.00	1.00	2	Helm of Chatzuk	R	4.00	3.00	2.00	1	The Rock	U	1.00	1.00	0.75	1	Animate Wall	R	4.00	3.00	2.00	1	
White Ward	U	2.00	1.00	1.00	1	Howling Mine	R	6.75	6.00	5.00	3	Thicket Basilisk	U	1.00	1.00	0.50	1	Ankh of Mishra	R	4.00	3.00	2.95	1	
Will-O'-The-Wisp	R	7.00	6.00	5.00	2	Hurkyl's Recall	R	4.00	3.00	2.00	1	Thoughtlace	R	3.00	3.00	1.25	1	Armageddon	R	6.75	6.00	5.00	4	
Winter Orb	R	8.00	5.00	5.00	3	Hurricane	U	1.00	1.00	0.50	1	Throne of Bone	U	1.00	0.75	0.50	1	Armageddon Clock	R	4.00	3.00	2.29	1	
Wooden Sphere	U	2.00	1.00	1.00	1	Hyponic Specter	U	2.00	1.00	1.00	1	Timber Wolves	R	3.00	3.00	2.00	1	Ashes to Ashes	U	1.00	1.00	0.50	1	0.25
Word of Command	R	50.00	40.00	22.00	2	Instill Energy	U	1.00	1.00	0.50	1	Titania's Song	R	3.33	3.00	2.00	1	Ashnod's Battle Gear	U	1.00	1.00	0.50	1	
Wrath of God	R	12.00	8.00	7.00	4	Iron Star	U	1.00	0.75	0.50	1	Tropical Island	R	15.00	12.00	10.00	4	Aspect of Wolf	R	4.00	3.00	2.00	1	
Zombie Master	R	6.00	5.00	3.00	2	Island Fish Jasconius	R	3.00	3.00	2.00	1	Tsunami	U	1.00	0.75	0.50	1	Backfire	U	1.00	0.75	0.50	1	0.04

## REVISED

Complete Set	\$350	\$325	\$250	4																				
Booster Display	395	300	300	5																				
Booster Pack	12.99	10.00	9.00	4																				
Starter Display	300	300	35.00	5																				
Starter Deck	45.00	32.00	20.00	4																				
Typical Common	0.25	0.20	0.10	0																				
Air Elemental	U	\$1.00	\$1.00	0.50	1																			
Aladdin's Lamp	R	3.33	3.00	3.00	1																			
Aladdin's Ring	R	4.00	3.00	3.00	1																			
Animate Artifact	U	1.00	0.75	0.50	1																			
Animate Dead	U	1.00	1.00	0.50	1																			
Animate Wall	R	3.00	3.00	2.00	1																			
Ankh of Mishra	R	4.00	3.00	3.00	1																			
Armageddon	R	7.00	6.00	5.00	4																			
Armageddon Clock	R	3.00	3.00	2.00	1																			
Aspect of Wolf	R	4.00	3.00	2.50	1																			
Bad Moon	R	6.00	5.00	4.00	4																			
Badlands	R	15.00	12.00	10.00	4	1.00																		
Balance	R	5.00	4.00	3.50	2																			
Basalt Monolith	U	1.00	1.00	0.50	1																			
Bayou	R	14.48	12.00	10.00	4	1.00																		
Birds of Paradise	R	8.00	6.00	5.00	4																			
Black Knight	U	1.48	1.00	1.00	1																			
Black Vise	U	1.00	1.00	1.00	1																			
Black Ward	U	1.00	0.75	0.50	1																			
Blessing	R	4.29	3.50	3.00	1	0.50																		
Blue Ward	U	1.00	0.75	0.50	1																			
Bog Wraith	U	1.00	1.00	0.50	1																			
Bottle of Suleiman	R	3.00	3.00	2.49	1																			
Braingeyster	R	8.00	6.00	5.00	3																			
Brass Man	U	1.00	0.75	0.50	1																			
Burrowing	U	1.00	1.00	0.50	1																			
Castle	U	1.00	1.00	0.50	1																			
Celestial Prism	U	1.00	1.00	0.50	1																			
Channel	U	1.00	0.75	0.50	1																			
Chaoslace	R	3.00	3.00	1.49	1																			
Clockwork Beast	R	4.00	3.00	2.49	1																			
Clone	U	4.00	2.00	1.00	2																			
Cockatrice	R	4.00	3.00	2.50	1																			
Conservator	U	1.00	0.75	0.50	1																			
Contract From Below	R	4.00	3.00	3.00	1																			
Control Magic	U	1.99	1.00	0.75	1																			
Conversion	U	1.00	1.00	0.50	1																			
Copy Artifact	R	5.95	4.00	3.00	2																			
Counterspell	U	1.00	1.00	0.50	1																			
Crumble	U	1.00	0.75	0.50	1																			
Crusade	R	6.00	5.00	4.00	2																			
Crystal Rod	U	1.00	0.75	0.50	1																			
Cursed Land	U	1.00	0.75	0.50	1																			
Brighteye	R	3.00	3.00	2.00	1																			
Demonic Attorney	R	4.00	3.00	2.50	1																			
Demonic Hordes	R	9.00	8.00	5.00	2																			
Demonic Tutor	U	5.00	3.00	1.00	2																			
Desert Twister	U	1.00	1.00	0.75	1																			
Dingus Egg	R	4.00	3.00	3.00	1																			
Disrupting Scepter	R	4.00	3.00	3.00	2																			
Dragon Engine	R	4.00	3.00	2.00	1																			
Dragon Whelp	U	1.00	1.00	1.00	1																			
Dragon Power	R	4.00	3.00	3.00	1																			
Dwarven Weaponsmith	U	1.00	0.75	0.50	1																			
Earth Elemental	U	1.00	1.00	0.50	1																			
Earthquake	R	5.00	5.00	3.50	3																			
Ebony Horse	R	4.00	3.00	2.00	1	</																		

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Item	High	Med	Low	TR	/	Item	High	Med	Low	TR	/	Item	High	Med	Low	TR	/	Item	High	Med	Low	TR	/	
Dancing Scimitar	R	3.00	3.00	2.00	1	Phantasmal Forces	U	1.00	0.75	0.50	1	Abyssal Specter	U	1.00	1.00	0.50	1	Diabolic Machine	U	1.00	0.75	0.50	1	
Deathgrip	U	1.00	0.75	0.50	1	Phantom Monster	U	1.00	0.75	0.50	1	Adarkar Wastes	R	5.00	4.00	3.00	3	Dingus Egg	R	4.00	3.00	2.00	1	
Deathlace	R	3.00	3.00	2.00	1	Pirate Ship	R	4.00	3.00	2.00	1	Æther Storm	U	1.00	0.75	0.50	1	Disrupting Scepter	R	4.00	3.00	2.50	2	
Desert Twister	U	1.00	1.00	0.50	1	Power Surge	R	4.00	3.00	2.00	1	Air Elemental	U	1.00	1.00	0.50	1	Divine Transformation	U	1.00	1.00	0.50	1	
Detonate	U	1.00	1.00	0.50	1	Primal Clay	R	3.00	3.00	2.00	1	Akron Legionnaire	R	4.00	3.00	2.00	1	Dragon Engine	R	3.00	3.00	1.50	1	
Diabolic Machine	U	1.00	1.00	0.50	1	Psionic Entity	R	4.00	3.00	2.00	1	Adalarin's Ring	R	4.00	3.00	2.00	1	Drain Power	R	4.00	3.00	2.50	1	
Dingus Egg	R	4.00	3.00	3.00	1	Purelace	R	3.00	3.00	1.49	1	An-Hava Constable	R	3.00	2.50	2.00	1	Dust to Dust	U	1.00	0.75	0.50	1	
Disrupting Scepter	R	4.00	3.00	2.95	2	Pyrotechnics	U	1.00	1.00	0.50	1	Angry Mob	U	1.00	1.00	0.50	1	Dwarven Catapult	U	1.00	0.75	0.50	1	
Divine Transformation	U	1.00	1.00	0.50	1	Radian Spirit	U	1.00	0.75	0.50	1	On-Hava Hold	R	4.00	3.00	2.00	1	Dwarven Ruins	U	1.00	0.75	0.50	1	
Dragon Engine	R	4.00	3.00	2.00	1	Rag Man	R	4.00	3.00	2.50	1	Rebirth	R	4.00	3.00	2.00	1	Earthquake	R	5.00	4.00	3.00	2	
Dragon Whelp	U	1.00	1.00	0.75	1	Red Mana Battery	R	4.00	3.00	2.50	1	Red Ward	U	1.00	0.75	0.50	1	Ebon Stronghold	U	1.00	0.75	0.50	1	
Drain Power	R	4.00	3.00	3.00	1	Relic Bind	R	4.00	3.00	2.00	1	Royal Assassin	R	10.00	10.00	6.00	3	Elder Druid	R	4.00	3.00	2.50	1	
Earth Elemental	U	1.00	1.00	0.50	1	Reverse Damage	R	4.00	3.00	3.00	1	Savannah Lions	R	4.00	4.00	3.00	2	Elkin Bottle	R	3.33	3.00	2.00	1	
Earthquake	R	5.00	4.00	3.00	2	Righteousness	R	4.00	3.00	2.50	1	Segevahn Leviathan	U	1.00	1.00	0.50	1	Elven Riders	U	1.00	1.00	0.50	1	
Ebony Horse	R	4.00	3.00	2.00	1	Rod of Ruin	U	1.00	0.75	0.50	1	Sengir Vampire	R	4.00	2.00	1.00	1	Elvish Archers	R	4.00	3.00	2.00	1	
El-Hajâj	R	4.00	3.00	2.00	1	Royal Assassin	R	10.00	10.00	6.00	3	Energy Flux	U	1.00	0.75	0.50	1	Evil Eye of Orms-by-Gore	U	1.00	1.00	0.50	1	
Elder Land Wurm	R	4.00	3.00	3.00	1	Shade Shifter	U	1.00	1.00	0.50	1	Atog	U	1.00	0.75	0.50	1	Evil Presence	U	1.00	0.75	0.50	1	
Elven Riders	U	1.00	1.00	0.50	1	Shivan Dragon	R	15.00	12.00	8.00	4	Azule Drake	U	1.00	1.00	0.50	1	Eye for an Eye	R	3.29	3.00	2.00	1	
Elvish Archers	R	4.00	3.00	2.50	1	Simulacrum	U	1.00	0.75	0.50	1	Bad Moon	R	6.00	5.00	4.00	4	Fall Angel	U	1.00	1.00	0.50	1	
Energy Flux	U	1.00	1.00	0.50	1	Sindbad	U	1.00	0.75	0.50	1	Bart's Cage	R	3.50	3.00	2.00	1	Feedback	U	1.00	0.75	0.50	1	
Evi Presence	U	1.00	0.75	0.50	1	Siren's Call	U	1.00	0.75	0.50	1	Binding Grasp	U	1.00	0.75	0.50	1	Feldon's Cane	U	1.00	1.00	0.75	1	
Eye for an Eye	R	4.00	3.00	2.00	1	Sleight of Mind	R	4.00	3.00	2.00	1													
Feedback	U	1.00	0.75	0.50	1	Smoke	R	4.00	3.00	2.49	1													
Fellwar Stone	U	1.00	1.00	0.50	1	Sorceress Queen	R	4.99	4.00	3.00	1													
Fir Elemental	U	1.00	1.00	0.50	1	Soul Net	U	1.00	1.00	0.50	1													
Flashfires	U	1.00	1.00	0.50	1	Spirit Link	U	2.00	1.00	1.00	1													
Flying Carpet	R	4.00	3.00	2.00	1	Spirit Snackle	U	1.00	0.75	0.50	1													
Force of Nature	R	6.00	5.00	4.00	2	Stasis	R	4.00	4.00	3.00	2													
Fungusaur	R	4.00	3.00	2.50	1	Steal Artifact	U	1.00	0.75	0.50	1													
Gaea's Liege	R	4.95	4.00	3.00	1	Stone Giant	U	1.00	0.75	0.50	1													
Ghost Ship	U	1.00	0.75	0.50	1	Strip Mine	R	3.00	1.00	1.00	1													
Glasses of Urza	U	1.00	0.75	0.50	1	Sunglasses of Urza	R	4.00	3.00	2.00	1													
Gloom	R	1.00	0.75	0.50	1	Swords to Plowshares	U	1.50	1.00	0.75	1													
Gurdy's Recall	R	3.00	3.00	2.00	1	Sylvan Library	R	5.00	4.50	3.00	3													
Hurr Jackal	R	3.00	3.00	2.00	1	Tawnos's Wand	U	1.00	0.75	0.50	1													
Hurricane	U	1.00	1.00	0.50	1	Tawnos's Weaponry	U	1.00	0.75	0.50	1													
Ichorian Efrete	R	2.00	1.00	0.75	1	Tempest Efrete	R	3.00	3.00	2.00	1													
Inferno	R	4.00	3.00	3.00	1	Tetravus	R	4.00	3.00	3.00	1													
Instill Energy	U	1.00	1.00	0.50	1	The Hive	R	4.00	3.00	3.00	1													
Iron Star	U	1.00	0.75	0.50	1	The Rack	U	1.00	1.00	0.50	1													
Island Fish Jasconius	R	4.00	3.00	2.00	1	Thicket Basilisk	U	1.00	1.00	0.50	1													
Island Sanctuary	R	4.00	3.00	2.50	1	Thoughts	R	3.00	3.00	1.49	1													
Ivory Cup	R	1.00	0.75	0.50	1	Throne of Bone	U	1.00	0.75	0.50	1													
Ivory Tower	R	4.00	4.00	3.00	1	Timber Wolves	R	4.00	3.00	2.00	1													
Jade Monolith	R	4.00	3.00	2.00	1	Time Elemental	R	5.00	4.00	3.00	2													
Jandor's Saddlebags	R	3.00	3.00	2.00	1	Titania's Song	R	3.33	3.00	2.00	1													
Jayemdae Tome	R	4.00	3.00	3.00	1	Triskelion	R	4.00	3.00	3.00	1													
Junitor Efrete	U	1.00	1.00	0.50	1	Tsunami	U	1.00	0.75	0.50	1													
Karma	U	1.00	0.75	0.50	1	Tunnel	U	1.00	0.75	0.50	1													
Kelden Warlord	U	1.00	1.00	0.50	1	Uncle Istvan	U	1.00	1.00	0.50	1													
Killer Bees	U	2.00	1.00	1.00	1	Untamed Wilds	U	1.00	0.75	0.50	1													
Kismet	U	1.00	1.00	0.50	1	Urza's Avenger	R	4.00	3.00	3.00	1													
Kormus Bell	R	4.00	3.00	2.00	1	Uldiden Troll	U	1.00	0.75	0.50	1													
Land Tax	R	5.00	4.00	3.00	1	Verdurian Enchantress	R	4.00	3.00	2.50	1													
Leviathan	R	5.00	4.00	3.50	1	Visions	U	1.00	1.00	0.50	1													
Ley Druid	U	1.00	0.75	0.50	1	Volcanic Eruption	R	4.00	3.00	2.00	1													
Library of Leng	U	1.00	0.75	0.50	1	Wall of Air	U	1.00	0.75	0.50	1													
Life Force	U	1.00	0.75	0.50	1	Wall of Bone	U	1.00	0.75	0.50	1													
Lifelace	R	3.00	3.00	1.00	1	Wall of Brambles	U	1.00	0.75	0.50	1													
Lifetap	U	1.00	0.75	0.50	1	Wall of Dust	U	1.00	0.75	0.50	1													
Lightning Bolt	C	1.00	0.25	0.10	1	Wall of Fire	U	1.00	0.75	0.50	1													
Living Artifact	R	3.00	3.00	2.00	1	Wall of Ice	U	1.00	0.75	0.50	1													
Living Lands	R	4.00	3.00	2.00	1	Wall of Stone	U	1.00	0.75	0.50	1													
Lord of Atlantis	R	5.00	4.00	3.00	1	Wall of Swords	U	1.00	0.75	0.50	1													
Lord of the Pit	R	6.00	5.00	3.00	2	Wall of Water	U	1.00	0.75	0.50	1													
Lure	U	1.00	0.75	0.50	1	Wanderlust	U	1.00	0.75	0.50	1													
Magical Hack	R	4.00	3.00	3.00	1	Warp Artifact	R	3.00	3.00	2.00	1													
Magnetic Mountain	R	3.00	3.00	2.60	1	Water Elemental	U	1.00	0.75	0.50	1													
Mahamoti Djinn	R	6.00	5.00	4.00	4	Web	R	3.00	3.00	2.00	1													
Mana Clash	R	4.00	3.00	2.00	1	Whirling Dervish	U</																	

Item	High	Med	Low	TR	%	Item	High	Med	Low	TR	%	Item	High	Med	Low	TR	%	Item	High	Med	Low	TR	%	
Ironclaw Curse	R	3.00	3.00	2.00	1	Power Sink	U	1.00	0.50	0.50	1	Wall of Bone	U	1.00	0.75	0.50	1	Fallow Earth	U	1.00	0.50	0.50	1	0.25
Island Sanctuary	R	4.00	3.00	2.50	1	Pox	R	5.00	3.00	3.00	2	Wall of Brambles	U	1.00	0.75	0.50	1	Familiar Ground	U	1.00	0.75	0.50	1	
Avery Cup	U	1.00	0.75	0.50	1	Primal Clay	R	3.33	3.00	2.00	1	Wall of Fire	U	1.00	0.75	0.50	1	Femeref Archers	U	1.00	0.75	0.50	1	
Ivory Guardians	U	1.00	1.00	0.50	1	Primal Order	R	4.00	3.00	3.00	1	Wall of Stone	U	1.00	0.75	0.50	1	Fervor	R	4.00	3.00	3.00	1	
Jade Monolith	R	4.00	3.00	2.00	1	Primordial Ooze	U	1.00	0.75	0.50	1	Wall of Swords	U	1.00	0.75	0.50	1	Final Fortune	R	6.00	5.00	3.00	3	1.00
Jalum Tome	R	3.33	3.00	2.00	1	Pyroblast	U	1.00	0.75	0.50	1	Wanderlust	U	1.00	0.75	0.50	1	Fire Diamond	U	1.00	0.75	0.50	1	0.21
Jandor's Saddlebags	R	3.00	3.00	2.00	1	Pyrotechnics	U	1.00	0.75	0.50	1	Warp Artifact	R	3.00	3.00	2.00	1	Fire Elemental	U	1.00	0.75	0.50	1	
Jayendras Tome	R	4.00	3.00	3.00	1	Rabid Wombat	U	1.00	1.00	0.50	1	Whirling Dervish	U	1.00	1.00	0.50	1	Flash	R	3.00	3.00	3.00	2	
Jester's Cap	R	10.00	8.00	6.00	2	Radjan Spirit	U	1.00	0.75	0.50	1	White Knight	U	1.00	1.00	0.50	1	Flashfires	U	1.00	0.75	0.50	1	
Johltull Wurm	U	1.00	0.75	0.50	1	Rag Man	R	4.00	3.00	2.00	1	Wind Spirit	U	1.00	0.75	0.50	1	Flying Carpet	R	3.00	3.00	2.00	2	
Jokulhaups	R	5.00	5.00	4.00	2	Recall	R	3.00	3.00	2.00	1	Winds of Change	R	4.00	3.00	2.50	1	Forbidden Crypt	R	4.00	3.00	3.00	2	
Joven's Tools	U	1.00	0.75	0.50	1	Reverse Damage	R	4.00	3.00	3.00	1	Winter Blast	U	1.00	0.75	0.50	1	Forget	R	4.00	3.00	2.00	2	
Justice	U	1.00	1.00	0.50	1	Righteousness	R	4.00	3.00	2.50	1	Winter Orb	R	5.00	4.00	3.00	4	Fountain of Youth	U	1.00	0.75	0.50	1	
Juxtapose	R	3.00	3.00	2.00	1	Rod of Ruin	U	1.00	0.75	0.50	1	Wolverine Pack	U	1.00	0.75	0.50	1	Fyndhorn Elder	U	1.00	0.75	0.50	1	
Karma	U	1.00	0.75	0.50	1	Ruins of Trokair	U	1.00	0.75	0.50	1	Wooden Sphere	U	1.00	0.75	0.50	1	Glacial Wall	U	1.00	0.75	0.50	1	
Karpilusan Forest	R	6.00	4.00	3.00	3	Sacred Boon	U	1.00	0.75	0.50	1	Word of Blasting	U	1.00	0.75	0.50	1	Glasses of Urza	U	1.00	0.75	0.50	1	
Keldon Warlord	U	1.00	1.00	0.50	1	Sand Silos	R	4.00	3.00	2.00	1	Wrath of God	R	7.00	6.00	5.00	4	Goblin King	R	5.00	4.00	3.00	3	
Killer Bees	U	2.00	1.00	0.75	1	Sea Spirit	U	1.00	0.75	0.50	1	Wyllyli Wolf	R	4.00	3.00	2.95	1	Goblin Recruiter	U	1.00	0.75	0.50	1	
Kismet	U	1.00	1.00	0.50	1	Sea Sprite	U	1.00	1.00	0.50	1	Xenic Poltergeist	R	4.00	3.00	2.00	1	Goblin Warrens	R	4.00	3.00	3.00	2	
Kjeldoran Royal Guard	R	4.00	3.00	3.00	1	Seasinger	U	1.00	0.75	0.50	1	Zombie Master	R	4.00	3.00	3.00	1	Gravebane Zombie	U	1.00	0.50	0.50	1	0.25
Kjeldoran Skycaptain	U	1.00	0.75	0.50	1	Segovian Leviathan	U	1.00	1.00	0.50	1	Zur's Weirding	R	4.00	3.00	3.00	1	Greed	R	4.00	3.00	2.00	2	

## **NEUTRAL GROUND—NEW YORK**

**Brian David-Marshall**

## **NORTHEAST**

**Magic prerelease cards** are one of the most popular cards to collect. Being a hard-to-find promotional card, it appeals to collectors. Foil prerelease cards are especially popular.

**Not many customers are strictly players—maybe 1 in 10. Even fewer customers—1 in 100—are strictly collectors. About 9 out of 10 are both players and collectors.**

**Foil cards have attracted a few more collectors, but for most they're just one more type of card to collect. Foils have, however, made collecting nonfoils easier.**

**Pokémon trading cards** are another collectible we're seeing our customers with.

Knight of Stromgald	U	1.00	1.00	0.50	1	Sengir Autocrat	R	4.00	3.00	2.50	1	Bruisland	R	5.00	4.00	3.00	5	Marble Diamond	U	1.00	0.75	0.50	1	0.25
Leshrad's Rite	U	1.00	0.75	0.50	1	Seraph	R	5.00	4.00	3.00	1	Burrowing	U	1.00	0.75	0.50	1	Maro	R	6.00	4.00	4.00	5	
Leviathan	R	5.00	4.00	3.00	1	Serpent Generator	R	4.00	3.00	3.00	1	Call of the Wild	R	4.00	3.00	3.00	2	Meekstone	R	4.00	3.00	3.00	2	
Lhurgufy	R	5.00	4.95	3.00	3	Serra Bestiary	U	1.00	0.75	0.50	1	Castle	U	1.00	0.75	0.50	1	Millstone	R	5.00	4.00	4.00	4	
Library of Leng	U	1.00	0.75	0.50	1	Serra Paladin	U	1.00	0.75	0.50	1	Celestial Dawn	R	6.00	4.00	3.00	2	Mind Warp	U	1.00	0.75	0.50	1	
Lifeforce	U	1.00	0.75	0.50	1	Shapeshifter	U	1.00	1.00	0.50	1	Charcoal Diamond	U	1.00	0.75	0.50	1	Mischievous Poltergeist	U	1.00	0.75	0.50	1	
Lifetap	U	1.00	0.75	0.50	1	Shetterstorm	U	1.00	1.00	0.50	1	Chill	U	1.00	1.00	0.50	1	Moss Diamond	U	1.00	0.75	0.50	1	
Living Artifact	R	3.00	3.00	2.00	1	Shivan Dragon	R	14.00	12.00	8.00	4	City of Brass	R	7.00	5.00	4.00	5	Mystic Compass	U	1.00	0.75	0.50	1	
Living Lands	R	4.00	3.00	2.00	1	Sibilant Spirit	R	4.00	3.00	3.00	1	Conquer	U	1.00	0.50	0.50	1	Mystical Tutor	U	1.00	1.00	0.50	1	
Lord of Atlantis	R	5.00	4.00	3.00	1	Skull Catapult	U	1.00	0.75	0.50	1	Creeping Mold	U	1.00	1.00	0.50	1	Nature's Resurgence	R	4.00	3.00	3.00	2	
Lord of the Pit	R	6.75	5.00	4.00	1	Sleight of Mind	R	4.00	3.00	2.00	1	Crimson Hellkite	R	7.00	6.00	4.00	3	Necrosavant	R	4.00	4.00	3.00	3	
Lure	U	1.00	0.75	0.50	1	Smoke	R	4.00	3.00	2.00	1	Crusade	R	5.00	5.00	4.00	4	Nightmare	R	6.00	5.00	4.00	3	
Magical Hack	R	4.00	3.00	3.00	1	Sorceress Queen	R	4.00	3.00	3.00	1	Crystal Rod	U	1.00	0.75	0.50	1	Obsidian Golem	U	1.00	0.75	0.50	1	
Magus of the Unseen	R	4.00	3.00	3.00	1	Soul Net	U	1.00	0.75	0.50	1	Crystal Vein	U	1.00	0.75	0.50	1	Orcish Artillery	U	1.00	0.75	0.50	1	
Mana Clash	R	3.00	3.00	2.00	1	Spirit Link	U	1.00	1.00	0.50	1	Cursed Totem	R	4.50	3.00	3.00	2	Orcish Oriflamme	U	1.00	0.75	0.50	1	
Mana Flare	R	5.00	4.00	3.00	2	Stampede	R	4.00	3.00	2.95	1	Dancing Scimitar	R	3.00	3.00	2.00	2	Order of the Sacred Torch	R	4.00	3.00	3.00	2	
Mana Vault	R	4.00	3.75	3.00	1	Stasis	R	4.00	3.95	3.00	1	Draja Griffin	U	1.00	0.75	0.50	1	Omnithopter	U	1.00	0.75	0.50	1	
Manabards	R	3.00	3.00	2.00	1	Steal Artifact	U	1.00	0.75	0.50	1	Daring Apprentice	R	4.00	3.00	3.00	2	Patagia Golem	U	1.00	0.75	0.50	1	
Meekstone	R	4.00	3.00	2.50	1	Stone Giant	U	1.00	0.75	0.50	1	Deflection	R	5.00	4.00	3.00	3	Pearl Dragon	R	5.00	4.00	3.00	3	
Millstone	R	5.00	4.00	3.00	2	Stone Spirit	U	1.00	0.75	0.50	1	Dense Foliage	R	4.00	3.00	3.00	2	Pentagram of the Ages	R	4.00	3.00	3.00	2	
Mind Bomb	U	1.00	0.75	0.50	1	Stromgald Cabal	R	3.50	3.00	3.00	1	Derelor	R	4.00	3.00	3.00	2	Perish	U	1.00	1.00	0.50	1	
Mind Warp	U	1.00	0.75	0.50	1	Sulfurous Springs	R	5.00	4.00	3.00	3	Desertion	R	5.00	4.00	3.00	2	Pestilence	U	1.00	0.75	0.50	1	
Mole Worms	U	1.00	0.75	0.50	1	Sylveanite Temple	U	1.00	0.75	0.50	1	Diminishing Returns	R	4.00	3.00	3.00	2	Phantom Warrior	U	1.00	0.75	0.50	1	
Necropotence	R	6.00	5.00	4.00	4	Sylvan Library	R	5.00	4.00	3.00	3	Dingus Egg	R	4.00	3.00	2.00	2	Phryxian Vault	U	1.00	0.75	0.50	1	
Nether Shadow	R	4.00	3.00	3.00	2	Tawno's Weaponry	U	1.00	0.75	0.50	1	Disrupting Scepter	R	4.00	3.00	3.00	4	Pillage	U	1.00	1.00	0.50	1	
Nevinyrnal's Disk	R	6.00	5.00	4.50	4	The Hive	R	4.00	3.00	3.00	1	Divine Transformation	U	1.00	0.75	0.50	1	Polymorph	R	4.00	3.00	3.00	2	
Nightmare	R	6.00	5.95	4.50	2	The Wretched	R	4.95	3.00	3.00	1	Doomsday	R	4.00	3.00	3.00	2	Power Sink	U	1.00	0.50	0.50	1	
Obelisk of Undoing	R	3.33	3.00	2.00	1	Thicket Basilisk	U	1.00	0.99	0.50	1	Dragon Engine	R	4.00	3.00	2.00	2	Primal Clay	R	3.00	3.00	2.00	2	
Orcish Artillery	U	1.00	0.75	0.50	1	Throne of Bone	U	1.00	0.75	0.50	1	Dragon Mask	U	1.00	0.75	0.50	1	Prosperity	U	1.00	0.75	0.50	1	
Orcish Captain	U	1.00	0.75	0.50	1	Thrull Retainer	U	1.00	0.75	0.50	1	Dread of Night	U	1.00	0.75	0.50	1	Psychic Transfer	R	4.00	3.00	3.00	2	
Orcish Oriflamme	U	1.00	0.75	0.50	1	Time Bomb	R	3.75	3.00	2.50	1	Dwarven Ruins	U	1.00	0.75	0.50	1	Radian Spirit	U	1.00	0.75	0.50	1	
Orcish Squatters	R	3.50	3.00	3.00	1	Time Elemental	R	5.00	4.00	3.00	2	Early Harvest	R	4.80	3.00	3.00	2	Rag Man	R	3.00	3.00	2.00	2	
Order of the Sacred Torch	R	3.50	3.00	3.00	1	Titania's Song	R	4.00	3.00	2.00	1	Earthquake	R	5.00	4.00	3.00	5	Recall	R	4.00	3.00	3.00	4	
Order of the White Shield	U	1.00	1.00	0.50	1	Truce	R	4.00	3.00	2.00	1	Ebon Stronghold	U	1.00	0.75	0.50	1	Reckless Embermage	R	4.00	3.00	3.00	2	
Orgg	R	4.00	3.00	2.75	1	Tsunami	U	1.00	0.75	0.50	1	Elven Riders	U	1.00	0.75	0.50	1	Relentless Assault	R	7.00	5.00	4.00	4	
Omnithopter	U	1.00	0.75	0.50	1	Underground River	R	5.00	4.00	3.00	3	Elwish Archers	R	4.00	3.00	3.00	4	Reprisal	U	1.00	0.75	0.50	1	
Pentagram of the Ages	R	3.95	3.00	3.00	1	Untamed Wilds	U	1.00	0.75	0.50	1	Enlightened Tutor	U	1.00	1.00	0.50	1	Reverse Damage	R	4.00	3.00	2.00	2	
Personal Incarnation	R	4.00	3.00	3.00	1	Urza's Avenger	R	4.00	3.00	3.00	1	Ethereal Champion	R	4.00	3.00	3.00	2	River Boa	U	1.00	0.75	0.50	1	
Phantasmal Forces	U	1.00	0.75	0.50	1	Urza's Bauble	U	1.00	0.75	0.50	1	Evil Eye of Orms-by-Gore	U	1.00	0.75	0.50	1	Rod of Ruin	U	1.00	0.75	0.50	1	
Phantom Monster	U	1.00	0.75	0.50	1	Verdurian Enchantress	R	3.00	3.00	2.00	1	Exile	R	5.00	4.00	3.00	3	Rowen	R	4.00	3.00	3.00	2	
Pirate Ship	R	3.50	3.00	2.00	1	Wall of Air	U	1.00	0.75	0.50	1	Fallen Angel	R	4.00	3.00	3.00	3	Ruins of Trokair	U	1.00	0.75	0.50	1	

Item	High	Med	Low	TR	+/	Item	High	Med	Low	TR	+/	Item	High	Med	Low	TR	+/	Item	High	Med	Low	TR	+/
Segovian Leviathan	U	1.00	0.75	0.50	1	Juxtapose	U	2.69	2.00	1.00	1	Abu Ja Far	U3	\$8.00	\$4.00	\$3.00	1	Ydwen Efreet	U2	12.00	10.00	5.00	2
Sengir Autocrat	R	4.00	3.00	3.00	2	Land's Edge	U	4.00	3.00	1.00	1	Aladdin	U2	8.00	6.00	5.00	1						
Serenity	R	4.00	4.00	3.00	2	Nebuchadnezzar	U	4.00	3.00	2.00	1	Aladdin's Lamp	U2	6.00	5.00	3.00	1						
Serra's Blessing	U	1.00	1.00	0.50	1	Obelisk of Undoing	U	5.00	4.50	2.50	1	Aladdin's Ring	U2	6.00	5.00	3.00	1						
Shatterstorm	R	4.00	3.00	2.00	2	Palladia-Mors	U	4.50	4.00	2.50	1	Ali Baba	U3	6.00	4.00	3.00	1						
Sibilant Spirit	R	5.00	4.00	3.00	3	Petra Sphinx	U	2.00	2.00	1.00	1	Ali from Cairo	U2	90.00	85.00	50.00	4						
Skull Catapult	U	1.00	0.75	0.50	1	Primordial Ooze	U3	1.00	1.00	0.50	1	Army of Allah	C4	5.00	4.00	3.00	2						
Sky Diamond	U	1.00	0.75	0.50	1	Puppet Master	U3	1.00	1.00	0.50	1	Bazaar of Baghdad	U3	20.00	14.00	8.00	2						
Snake Basket	R	5.00	4.00	3.00	4	Rabid Wombat	U3	1.50	1.00	1.00	1	Bottle of Sulfurine	U2	6.00	5.00	3.00	2						
Soldewi Sage	U	1.00	0.50	0.50	1	Rakalite	U	2.00	1.00	1.00	1	Brass Man	U3	5.00	3.00	1.50	1						
Soul Net	U	1.00	0.75	0.50	1	Recall	U3	2.00	1.75	1.00	1	Camel	C5	3.00	1.00	1.00	1						
Spirit Link	U	1.00	1.00	0.50	1	Revelation	U	2.00	1.00	1.00	1	City in a Bottle	U2	18.00	15.00	8.00	2						
Spitting Drake	U	1.00	0.75	0.50	1	Rubinia Soulsinger	U	4.00	2.00	1.00	1	City of Brass	U3	25.00	20.00	15.00	4						
Staunch Defenders	U	1.00	0.75	0.50	1	Safe Haven	U	2.00	2.00	1.00	1	Cyclone	U3	6.00	4.00	3.00	1						
Storm Cauldron	R	4.00	3.00	3.00	3	Sentinel	U	2.00	1.75	1.00	1	Dancing Scimitar	U2	6.00	5.00	3.00	2						
Strands of Night	U	1.00	0.75	0.50	1	Serpent Generator	U	4.95	3.00	2.00	1	Desert	C11	3.00	1.00	1.50	1						
Stronghold Cabal	R	4.00	3.00	3.00	2	Shield Wall	U3	1.00	1.00	0.50	1	Desert Nomads	C5	3.00	2.00	1.00	1						
Stupor	U	1.00	1.00	0.50	1	The Fallen	U3	1.00	1.00	0.50	1	Desert Twister	U3	6.00	5.00	3.00	2						
Sulfurous Springs	R	5.00	5.00	4.00	5	The Wretched	U	4.95	3.00	1.00	1	Diamond Valley	U2	65.00	57.50	30.00	3						
Summer Bloom	U	1.00	0.75	0.50	1	Triassic Egg	U	2.00	1.95	1.00	1	Drop of Honey	U2	45.00	40.00	28.00	3						
Sunweb	R	4.00	3.00	3.00	2	Vawictis Asmadi	U	5.00	4.00	3.00	1	Ebony Horse	U2	6.25	5.00	3.00	1						
Syvelunite Temple	U	1.00	0.75	0.50	1	Voodoo Doll	U	2.00	1.00	1.00	1	El-Hajjäj	U2	6.00	5.00	3.00	1						
Tarif	R	4.00	3.00	3.00	2	Wall of Opposition	U3	1.00	1.00	0.50	1	Elephant Graveyard	U2	32.00	25.00	20.00	2						
Tefer's Puzzle Box	R	4.00	3.00	3.00	2	The Fallen	U3	1.00	1.00	0.50	1	Erg Raiders	C5	2.50	1.00	1.00	2						
The Hive	R	4.00	3.00	3.00	2	The Wretched	U	4.95	3.00	1.00	1	Erhniam Djinn	U2	25.00	25.00	15.00	4						
Thicket Basilisk	U	1.00	0.75	0.50	1	Triassic Egg	U	2.00	1.95	1.00	1	Eye for an Eye	U3	5.00	5.00	3.00	1						
Throne of Bone	U	1.00	0.75	0.50	1	Vawictis Asmadi	U	5.00	4.00	3.00	1	Flying Carpet	U3	6.00	5.00	3.00	1						
Tranquill Grove	R	4.00	3.00	3.00	2	Voodoo Doll	U	2.00	1.00	1.00	1	Flying Men	C5	5.00	5.00	3.00	2						
Uktabi Orangutan	U	1.00	1.00	0.50	1	Wall of Opposition	U3	1.00	1.00	0.50	1	Guardian Beast	U2	60.00	57.00	40.00	3						
Uktabi Wildcats	R	4.00	3.00	3.00	2	Wall of Wonder	U3	1.00	1.00	0.50	1	Iff-Biff Efreet	U2	35.00	25.00	20.00	2						
Underground River	R	5.00	4.00	3.00	5	Witch Hunter	U3	1.50	1.00	0.50	1	Island Fish Jasconius	U2	6.00	5.00	3.00	1						
Unseen Walker	U	1.00	0.75	0.50	1	Xira Arien	U	2.25	2.00	1.00	1	Island of Wak-Wak	U2	40.00	35.00	20.00	3						
Untamed Wilds	U	1.00	0.75	0.50	1	Yawgmoth Demon	U3	3.69	2.00	1.00	1	Jando's Ring	U2	6.00	5.00	3.00	1						
Unyaro Griffin	U	1.00	0.75	0.50	1							Jendor's Saddlebags	U2	6.00	5.00	3.00	1						
Vampiric Tutor	R	8.00	6.00	5.00	5							Jihad	U2	35.00	30.00	25.00	3						
Verdurian Enchantress	R	4.00	3.00	3.00	4							Junior Efreet	U2	8.00	6.00	5.00	2						
Vertigo	U	1.00	0.75	0.50	1							Khadab Ghoul	U3	35.00	27.00	20.00	3						
Volcanic Dragon	R	7.00	6.00	5.00	3							King Soleiman	U2	20.00	15.00	10.00	2						
Volcanic Geyser	U	1.00	0.75	0.50	1							Kirk Ape	C5	4.00	2.50	2.00	3						
Waiting in the Weeds	R	4.00	3.00	3.00	2							Library of Alexandria	U3	125	100	80.00	5						
Wall of Air	U	1.00	0.75	0.50	1																		
Wall of Fire	U	1.00	0.75	0.50	1																		
Wall of Swords	U	1.00	0.75	0.50	1																		
Wand of Denial	R	4.00	3.00	3.00	3																		
Warmth	U	1.00	0.75	0.50	1																		
Warthog	U	1.00	0.50	0.50	1																		
Wind Spirit	U	1.00	0.75	0.50	1																		
Wooden Sphere	U	1.00	0.75	0.50	1																		
Worldly Tutor	U	1.00	1.00	0.50	1																		
Wrath of God	R	7.00	6.00	5.00	5																		
Wyluli Wolf	R	4.00	3.00	3.00	2																		
Zombie Master	R	4.00	3.00	3.00	2																		
Zur's Weirding	R	4.00	3.00	3.00	3																		

CHRONICLES											
Complete Set	\$75.00	\$75.00	\$75.00	2							
Booster Display	91.00	85.00	80.00	2							
Booster Pack	2.98	2.50	2.45	2							
Typical Common	0.25	0.15	0.10	0	0.05						
Abu Ja'Far	U3	\$1.00	\$1.00	\$1.00	75.75	1					
Akron Legionnaire	U2	2.00	1.50	1.00	1	0.25					
Aladdin	U	2.00	2.00	1.00	1						
Angelic Voices	U	4.48	3.00	2.00	1						
Arcades Sabbath	U	4.50	4.00	2.50	1						
Arena of the Ancients	U	2.00	2.00	1.00	1						
Axelford Gunnarson	U	3.00	2.00	1.00	1						
Ayesha Tanaka	U	2.00	2.00	1.00	1						
Azure Drake	U3	1.00	1.00	0.50	1						
Banshee	U3	1.00	1.00	0.50	1						
Bar'l's Cage	U	2.00	1.95	1.00	1						
Beasts of Bogardan	U3	1.00	1.00	0.50	1						
Blood Moon	U	3.50	2.50	1.00	1	0.50					
Blood of the Martyr	U3	1.00	1.00	0.50	1						
Book of Rass	U	2.00	1.00	1.00	1						
Bronze Horse	U	2.00	1.50	1.00	1						
Chromium	U	5.00	4.00	2.00	1						
City of Brass	U	7.99	6.25	6.00	4	0.25					
Cocon	U3	1.00	1.00	0.50	1						
Concordant Crossroads	U	3.00	2.00	1.00	1						
Craw Giant	U3	2.00	1.00	1.00	1						
Cyclone	U	2.00	1.00	1.00	1						
Dakkon Blackblade	U	4.00	3.00	2.00	1	0.50					
Dance of Many	U	2.00	1.95	1.00	1						
Enchantment Alteration	U3	1.00	1.00	0.50	1						
Erhniam Djinn	U3	4.00	3.00	2.00	2						
Fallen Angel	U3	2.00	2.00	1.00	1						
Feldon's Canoe	C2	1.00	0.25	0.10	1	0.25					
Fire Drake	U3	1.00	1.00	0.50	1						

Item	High	Med	Low	TR	+/	Item	High	Med	Low	TR	+/	Item	High	Med	Low	TR	+/	Item	High	Med	Low	TR	+/
Triskelion	U 6.60	5.00	4.00	2		Demonic Torment	U 5.00	4.00	2.50	1		Killer Bees	R 10.00	8.00	5.00	2		Teleport	R 8.00	6.00	3.00	1	
Urza's Avenger	U 7.80	5.00	3.00	2		Disharmony	R 10.00	8.00	4.00	2		Kismet	U 5.00	4.00	2.00	2		Tempest Efreet	R 8.00	6.00	3.00	1	
Urza's Miter	U 6.00	5.00	4.00	2		Divine Intervention	R 12.00	10.00	6.00	2		Knowledge Vault	R 12.00	10.00	8.00	2		Tetsuo Urnezawa	R 18.00	12.00	10.00	2	
Wall of Spears	US 2.80	1.00	1.00	1		Divine Transformation	R 8.00	6.00	3.00	2		Kobold Drill Sergeant	U 7.75	5.50	3.00	1		The Abyss	R 6.00	5.00	3.50	4	
Weakstone	US 4.00	3.00	2.00	1		Dream Coat	U 3.00	3.00	2.50	1		Kobold Overlord	R 12.95	10.00	8.00	2		The Lady of the Mountain	U 4.49	4.00	3.00	1	
Xenic Poltergeist	US 4.00	3.00	2.00	1		Dwarven Song	U 4.00	3.00	2.50	1		Kobold Taskmaster	U 8.00	5.50	3.00	1		The Tabernacle at Pendrell Vale	R 25.00	20.00	18.00	4	
Yawgmoth Demon	U 8.00	6.00	4.00	1		Elder Land Wurm	R 8.00	7.00	5.00	1		Krym Shield	U 5.00	4.00	3.00	1		The Wretched	R 15.00	10.00	6.00	2	
<b>LEGENDS</b>																							
Complete Set	\$1,000	\$1,000	\$800	4		Eternal Warrior	U 3.00	2.00	1.00	1		Lady Caleria	R 10.00	10.00	5.00	2		Thunder Spirit	R 25.00	22.00	12.00	3	
Booster Display	1,000	1,000	975	5		Eureka	R 35.00	29.95	20.00	3		Lady Evangelia	R 12.00	10.00	7.00	2		Time Elemental	R 15.00	10.00	8.50	2	
Booster Pack	450.00	40.00	29.95	5		Evil Eye of Orms-by-Gore	U 5.00	4.00	3.00	2		Lady Orca	U 5.00	4.00	3.00	1		Tobias Andrin	U 5.00	3.00	2.50	1	
Typical Common	\$1.00	0.50	0.30	1		Fallen Angel	U 6.00	5.00	2.50	2		Land Equilibrium	R 16.00	13.00	7.00	2		Tolaria	U 2.25	3.55	2.50	2	
Abomination	U \$3.00	\$2.00	\$1.95	1		Falling Star	R 10.50	10.00	8.00	2		Land Tax	U 8.25	6.75	3.00	3		Tor Wauki	U 4.00	3.00	2.00	1	
Acid Rain	R 23.00	17.00	9.00	2		Field of Dreams	R 12.00	10.00	8.00	2		Land's Edge	R 10.00	8.00	5.00	2		Torsten von Ursus	U 4.00	3.00	2.00	1	
Aduin Oakenshield	R 12.00	10.00	7.50	2		Firestorm Phoenix	R 22.00	17.00	8.00	2		Lesser Werewolf	U 5.00	4.00	3.00	1		Touch of Darkness	U 3.99	3.00	2.00	1	
Adventurers' Guildhouse	U 3.00	2.50	2.00	1		Floral Spuzzen	U 4.00	3.00	3.00	1		Life Chisel	U 2.50	4.00	3.00	1		Tr主义思想 Egg	R 8.00	6.00	3.00	1	
Ærathi Berserker	U 4.00	3.00	2.00	1		Fortified Area	U 3.00	2.00	2.00	1		Life Matrix	R 10.00	10.00	7.50	2		Tukir Deathlock	R 10.00	10.00	6.00	2	
Akron Legionnaire	R 6.00	6.00	4.50	1		Frost Giant	U 4.00	3.00	2.00	1		Lifeblood	R 12.00	10.00	7.50	2		Typhoon	R 10.00	8.00	6.00	2	
Al-abara's Carpet	R 10.00	9.00	5.00	2		Gabriel Angelfire	R 10.00	7.00	5.00	2		Living Plane	R 25.00	20.00	14.00	2		Underworld Dreams	U 25.99	25.00	15.00	3	0.05
Achor's Tomb	R 15.00	10.00	8.00	2		Gauntlets of Chaos	R 8.95	5.50	4.00	1		Livonya Silene	R 15.00	12.00	8.00	2		Unholy Citadel	U 4.00	3.00	2.00	1	
All Hallow's Eve	R 35.00	30.00	15.00	3		Glyph of Life	C2 2.00	1.00	0.50	1		Lord Magnus	U 4.25	4.00	3.00	1		Untamed Wilds	U 3.00	3.00	2.00	1	
Angelic Voices	R 10.00	9.99	5.00	1		Gesta Dirk	R 12.00	10.00	4.00	2		Mana Drain	R 40.00	35.00	20.00	4		Ur-Drago	R 12.00	10.00	7.00	2	
Angus Mackenzie	R 12.00	10.00	5.00	2		Gravity Sphere	R 22.95	18.00	10.00	2		Mirrror Universe	R 80.00	72.50	50.00	4		Urborg	U 2.50	4.00	3.00	2	

**IVORY & STEEL**

Jason Lewis

**SOUTH**

**Moxes** and **Black Lotus** are the most collected underplayed cards. Players will proxy them in their deck but do not want to actually use them. It is usually the rarity and value of the cards that keep people from playing with them.

One hundred percent of the people that shop at my store are players. The collectors have really fallen away from the game. Now I mostly get people who want to play the game. The foils have neither hurt nor improved single sales. Customers enjoy getting them but it is not imperative that they get a full set of them.

I sell **comic books** in my store as well and the customers that buy comics do so for the story lines, the characters, or the artists and writers.

Item	High	Med	Low	TR	+/	Item	High	Med	Low	TR	+/	Item	High	Med	Low	TR	+/	Item	High	Med	Low	TR	+/
Arboria	U 5.00	4.00	3.00	1		Great Defender	U 3.58	3.00	2.00	1		Revelation	R 10.00	6.00	5.00	1		Amnesia	U 2	\$4.00	\$3.00	\$2.00	3
Arcades Sabbath	R 15.00	12.00	8.00	2		Great Wall	U 5.00	3.00	2.50	1		Reverberation	R 15.00	10.00	5.00	2		Angry Mob	U 2	3.00	2.00	1.00	1
Arena of the Ancients	R 7.50	6.00	4.00	2		Greater Realm of Pres.	U 6.95	5.00	2.00	1		Rogues	U 5.00	4.00	3.00	1		Apprentice Wizard	U 3.00	2.00	1.00	1	
Axelrod Gunnarson	R 10.00	8.00	5.00	2		Greed	R 8.00	6.00	5.00	1		Rings of Immortality	R 12.00	10.00	8.00	2		Ashes to Ashes	C3	0.50	0.25	0.20	1
Ayesha Tanaka	R 7.00	6.00	3.33	2		Green Mana Battery	U 5.00	4.00	3.00	1		Riven Turnbull	U 4.00	4.00	2.50	1		Ball Lightning	U 12.00	12.00	10.00	4	
Azure Drake	U 3.00	2.00	1.00	1		Gwendlyn Di Corci	R 13.95	10.00	5.00	2		Rohgahn of Kher Keep	R 15.00	10.00	8.00	2		Banshee	U 2.00	1.50	1.00	1	
Backdraft	R 4.00	3.00	2.00	1		Haldane	R 12.00	10.00	10.00	2		Rubinia Soulsinger	R 10.00	7.50	4.00	2		Bar's Cage	U 3.00	2.00	1.00	1	0.50
Backfire	U 3.00	3.00	1.00	1		Hammerheim	U2 4.25	3.00	2.00	2		Sea King's Blessing	U 4.00	3.00	2.00	1		Blood Moon	U 5.00	4.50	2.50	2	
Barktooth Warbeard	U 5.00	4.00	3.00	1		Hazezon Tamar	R 15.00	12.00	8.00	2		Ramirez DePietro	U 5.00	4.00	3.00	1		Blood of the Martyr	U2 2.00	1.50	1.00	1	0.29
Bartel Runexae	R 13.95	10.00	7.00	2		Heaven's Gate	U 4.00	3.00	3.00	1		Rapids	R 10.00	8.00	6.00	2		Bog Imp	C3 0.30	0.25	0.19	1	
Beasts of Bogardan	U 3.00	2.00	1.50	1		Hell's Caretaker	R 12.00	10.00	5.00	2		Reincarnation	U 4.00	3.50	2.00	1		Bog Rats	C3 0.50	0.25	0.19	1	
Black Mana Battery	U 5.00	3.95	2.00	1		Hellfire	R 20.00	15.00	8.00	2		Reset	U 7.00	5.00	3.00	1		Bone Flute	U 2.00	1.50	1.00	1	0.29
Blight	U 3.00	2.00	2.00	1		Horn of Deafening	R 6.00	5.00	3.00	2		Reverberation	R 15.00	10.00	5.00	2		Book of Rass	U 2.00	1.50	1.00	1	
Blood Lust	R 4.00	3.00	2.00	1		Horror of Horrors	U 4.00	3.00	2.00	1		Rogues	U 5.00	4.00	3.00	1		Brainwash	C3 0.35	0.25	0.19	1	
Blue Mana Battery	U 4.00	3.50	2.00	1		Hunting Gjornsen	U2 4.00	3.00	2.00	1		Serpent Generator	R 10.00	8.00	4.00	1		Brothers of Fire	U 2.00	1.00	0.50	1	
Boris Devilboon	R 13.99	10.00	5.00	2		Hyperion Blacksmith	U 3.00	3.00	2.00	1		Shield Wall	U 3.00	2.00	1.00	1		Carnivorous Plant	C3 0.30	0.25	0.19	1	
Brine Hag	U 4.00	3.00	2.50	1		Ichneumon Druid	U 4.00	3.00	3.00	1		Seeker	U 3.50	3.00	2.00	1		Cave People	U 2.00	1.50	1.00	1	
Bronze Horse	R 7.00	6.00	5.00	1		Imprison	R 10.00	8.00	5.00	2		Reverberation	R 10.00	6.00	5.00	1		City of Shadows	U 4.00	3.00	2.00	1	
Caravan Ants	R 10.00	7.50	3.00	2		In the Eye of Chaos	R 10.00	10.00	7.00	2		Rogues	U 5.00	3.99	2.50	1		Cleansing	U 3.50	3.00	2.00	1	
Cathedral of Serra	U 3.00	3.00	2.00	1		Infernal Medusa	U 6.00	5.00	3.00	1		Sentinel	R 7.00	5.00	3.00	1		Coal Golem	U 2.00	2.00	1.25	1	
Caverns of Despair	R 10.00	10.00	7.50	1		Infinite Authority	R 12.00	10.00	5.00	2		Serpent Generator	R 10.00	8.00	4.00	1		Curse Artifact	U 2.00	1.79	1.00	1	0.21
Chain Lightning	C2 5.00	3.50	2.50	2		Invoke Prejudice	R 15.00	12.00	8.00	2		Siege Generator	R 10.00	8.00	4.00	1		Dance of Many	U 3.00	3.00	2.00	1	
Chains of Mephistopheles	R 20.00	15.00	9.00	3		Ivory Guardians	U 3.00	2.00	2.00	1		Shimian Night Stalker	U 3.00	2.50	2.00	1		Dark Heart of the Woods	C3 0.50	0.25	0.19	1	
Chromium	R 15.00	12.00	5.00	2		Jacques le Vert	R 12.00	10.00	8.00	2		Silhouette	U 5.00	3.89	3.00	1		Dark Sphere	U 2.00	2.00	1.00	1	
Cleanse	R 18.99	15.00	8.00	2		Jasmine Boreal	U 4.00	3.00	2.00	1		Sir Shandiar of Ebyrn	U 4.00	3.00	2.00	1		Diabolic Machine	U 2.00	1.50	1.00	1	
Cocoon	U 3.00	3.00	2.00	1		Jervad of the Closed Fist	U 5.00	4.00	3.00	1		Stargang	R 9.00	7.00	4.00	2		Drowned	C3 0.30	0.25	0.20	1	
Concordant Crossroads	R 9.00	7.00	4.00	2		Johan	R 10.00	8.00	5.00	2		Storm Seeker	U 6.00	4.00	2.00	1		Dust to Dust	C3 0.50	0.25	0.20	1	
Cosmic Horror	R 7.00	6.00	4.00	1		Jovial Evil	R 15.00	11.75	7.00	2		Storm World	R 12.00	10.00	7.50	2		Eater of the Dead	U 2.00	2.00	2.00	1	
Craw Giant	U 6.00	4.00	1.00	1		Juxtapose	R 7.00	6.00	3.00	1		Spiritual Sanctuary	R 10.00	10.00	8.00	2		Electric Eel	U 2.00	1.00	1.00	1	0.39
Crevasse	U 4.00	3.00	2.00	1		Karakas	U2 5.00	3.00	2.00	2		Telekinetics	R 12.00	10.00	7.00	2		Elves of Deep Shadow	U 3.00	2.00	1.		



Item	High	Med	Low	TR	+/−	Item	High	Med	Low	TR	+/−	Item	High	Med	Low	TR	+/−	Item	High	Med	Low	TR	+/−		
Skeleton Ship	R	4.00	3.00	3.00	1	Abbey Gargoyles	U3	\$1.00	\$1.00	\$0.75	1	Truce	U	2.50	1.50	1.00	1	0.25	Viscid Drone	U	1.00	1.00	0.50	1	
Skull Capault	U	1.00	1.00	0.50	1	Aether Storm	U3	1.50	1.00	1.00	1	Veldrane of Sengir	U	2.95	1.50	1.00	1		Wandering Mage	R	4.00	3.00	3.00	1	
Sleight of Mind	U	1.00	1.00	1.00	1	An-Hawa Constable	U	2.00	1.50	1.00	1	Wall of Kelp	U	2.00	1.25	1.00	1	0.25	Whirling Catapult	RG	3.00	2.50	1.00	1	0.50
Snow Fortress	R	4.00	3.00	2.50	1	An-Hawa Inn	U3	1.00	1.00	0.50	1	Willow Priestess	U	2.50	1.50	1.00	1		Winter's Night	R	4.00	3.00	2.00	1	
Snow Hound	U	1.00	1.00	0.50	1	An-Hawa Township	U3	1.50	1.00	0.50	1	Winter Sky	U	2.00	1.00	1.00	1		Yavimaya Ants	U	1.00	1.00	0.60	1	
Snowblind	R	3.00	3.00	2.00	1	An-Zenn Ruins	U	2.50	1.50	1.00	1	Wizards' School	U3	2.00	1.00	0.50	1								
Soldevi Golem	R	3.29	3.00	2.00	1	Anaba Ancestor	U	2.00	1.50	1.00	1														
Soldevi Machinist	U	1.00	1.00	0.50	1	Anaba Spirit Crafter	U	2.50	1.50	1.00	1														
Soldevi Simulacrum	U	1.00	1.00	0.50	1	Apocalypse Chime	U	2.00	1.50	1.00	1														
Soul Barrier	U	1.00	1.00	0.50	1	Autumn Willow	U	7.00	5.00	4.00	3														
Spectral Shield	U	1.00	1.00	0.50	1	Aysen Abbey	U3	2.00	1.00	0.50	1														
Spoils of Evil	R	4.00	3.00	2.95	1	Aysen Crusader	U	2.50	1.50	1.00	1														
Spoils of War	R	4.00	3.00	2.95	1	Aysen Highway	U	3.00	1.50	1.00	1														
Staff of the Ages	R	4.00	3.00	2.00	1	Baki's Curse	U	1.75	1.00	1.00	1														
Stampede	R	4.00	3.00	2.50	1	Baron Sengir	U	7.25	6.00	4.50	2														
Stench of Evil	U	1.00	1.00	0.50	1	Beast Walkers	U	2.00	1.00	1.00	1														
Stone Spirit	U	1.00	1.00	0.50	1	Black Carriage	U	2.00	1.50	1.00	1														
Storm Spirit	R	4.00	3.00	3.00	1	Broken Visage	U	2.50	1.95	1.00	1														
Stormbind	R	5.00	4.00	3.00	3	Castle Sengir	U3	2.00	1.00	0.50	1														
Stormgald Cabal	R	4.00	3.00	3.00	1																				

## THUNDER &amp; LIGHTNING CARDS

Art Soghomonian

WEST

**Beta Black Lotus** is the most popular card that people collect but hardly play with, simply for the rarity. The condition of the card must be near mint to mint.

The collector-to-player ratio at T&L is one to five. About half of the collectors also play the game. The introduction of foils has really increased the collector base. Foils have improved the overall sales of boxes and packs, but have hurt the value of the singles market as a whole. Since more boxes and packs are being opened, the supply of singles has increased, thus lowering the value of most rares and uncommons.

Item	High	Med	Low	TR	+/−	Item	High	Med	Low	TR	+/−	Item	High	Med	Low	TR	+/−	Item	High	Med	Low	TR	+/−	
Stunted Growth	R	4.00	3.00	3.00	1	Chain Stasis	U	2.00	1.00	1.00	1													
Sulfurous Springs	R	5.00	5.00	4.00	3	Daughter of Autumn	U	2.50	1.49	1.00	1													
Sunstone	U	1.00	1.00	0.50	1	Death Speakers	U3	1.50	1.00	0.50	1													
Swords to Plowshares	U	1.00	1.00	1.00	1	Didgeridoos	U	3.00	1.99	1.00	1													
Thermokarst	U	1.50	1.00	0.75	1	Drudge Spell	U3	1.50	1.00	0.50	1													
Thoughtleech	U	1.00	1.00	0.50	1	Dwarven Pony	U	2.00	1.25	1.00	1													
Thunder Wall	U	1.00	1.00	0.50	1	Dwarven Sea Clan	U	2.00	1.00	1.00	1													
Timberline Ridge	R	4.00	3.00	2.50	1	Eron the Relentless	U3	2.00	1.00	0.75	1													
Time Bomb	R	4.00	3.00	3.00	1	Evaporate	U3	1.00	1.00	0.50	1													
Total War	R	3.59	3.00	2.00	1	Faerie Noble	U	3.00	2.00	1.00	1													
Touch of Vitae	U	1.00	1.00	0.50	1	Ferz's Ban	U	2.00	1.49	1.00	1													
Trailblazer	R	4.00	3.00	2.00	1	Forget	U	2.00	1.00	1.00	1													
Underground River	R	5.50	5.00	4.00	3	Ghost Hounds	U3	1.00	1.00	0.50	1													
Updraft	U	1.00	1.00	0.50	1	Giant Oyster	U3	1.50	1.00	0.50	1													
Urza's Bauble	U	1.00	1.00	0.50	1	Grandmother Sengir	U	3.00	2.00	1.00	1													
Veldt	R	3.00	3.00	2.50	1	Hazduul the Abbot	U	2.25	1.50	1.00	1													
Venomous Breath	U	1.00	1.00	0.50	1	Heart Wolf	U	2.00	1.00	1.00	1													
Vertigo	U	1.00	1.00	0.50	1	Ihsan's Shade	U3	2.00	2.00	1.00	2													
Vexing Arcanix	R	4.95	3.00	3.00	1	Irini Sengir	U3	1.50	1.00	0.50	1													
Vibrating Sphere	R	3.00	3.00	2.00	1	Ironclaw Curse	U	2.00	1.28	1.00	1													
Walking Well	U	1.00	1.00	0.50	1	Joven's Tools	U3	1.50	1.00	0.50	1													
Wall of Lava	U	1.00	1.00	0.50	1	Koskun Falls	U	2.00	1.00	1.00	1													
Wall of Pine Needles	U	1.00	1.00	0.50	1	Koskun Keep	U3	2.00	1.00	0.50	1													
Wall of Shields	U	1.00	1.00	0.50	1	Leeches	U	2.00	1.00	1.00	1													
War Chariot	U	1.00	1.00	0.50	1	Mammoth Harness	U	2.00	1.00	1.00	1													
Whalebone Glider	U	1.00	1.00	0.50	1	Marhan	U	2.50	1.50	1.00	1													
White Scarab	U	1.00	1.00	0.50	1	Mystic Decree	U	3.00	2.00	1.00	1													
Whiteout	U	1.00	1.00	0.50	1	Mnarval	U	2.00	1.50	1.00	1													
Wingto	R	4.00	3.00	3.00	1	Orchis Mine	U3	1.50	1.00	0.50	1													
Wind Spirit	U	1.00	1.00	0.50	1	Primal Order	U	4.00	3.00	1.00	1													
Wings of Aesthir	U	1.00	1.00	0.50	1	Rashka the Slayer	U3	1.50	1.00	0.74	1													
Winter's Chill	R	3.00	3.00	2.00	1	Retribution	U3	1.00	1.00	0.50	1													
Withering Wisps	U	1.00	1.00	0.50	1	Reveka, Wizard Savant	U	2.00	1.49	1.00	1													
Word of Blasting	U	1.00	1.00	0.50	1	Root Spider	U3	1.00	1.00	0.50	1													
Wrath of Marit Lage	R	3.00	3.00	2.00	1	Roots	U3	1.00	1.00	0.50	1													
Yavimaya Gnats	U	1.00	1.00	0.50	1	Rysorian Badger	U	2.00	1.25	1.00	1													
Zur's Weirding	R	4.00	3.00	2.00	2	Sea Sprite	U3	1.50	1.00	0.50	1													
Zuran Orb	U	2.50	1.00	1.00	1	Sea Troll	U3	1.50	1.00	0.50	1													
						Sengir Autocrat	U	3.00	2.00	1.00	1													
						Sengir Avairy	U	3.00	2.00	1.00	1													
						Serr Inquisitors	U3	1.00	1.00	0.50	1													
						Serrated Arrows	C	1.00	0.25	0.10	1													
						Soraya the Falconer	U	2.00	1.50	1.00	1													
						Spectral Bears	U3	2.00	1.00	0.50	1													
						Timmerian Fiends	U	2.00	1.00	1.00	1													

## HOMELANDS

Item	High	Med	Low	TR	+/−	Item	High</th
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Item	High	Med	Low	TR	+/	Item	High	Med	Low	TR	+/	Item	High	Med	Low	TR	+/	Item	High	Med	Low	TR	+/	
Harbor Guardian	U	1.00	1.00	0.50	1	Taniwha	R	4.50	4.00	3.00	2	Mundungu	U	1.00	1.00	0.50	1	Gemstone Mine	U	2.00	1.00	0.75	3	
Harmattan Efreet	U	1.00	1.00	0.50	1	Teeka's Dragon	R	6.00	5.00	4.00	2	Natural Order	R	1.00	4.00	3.00	2	Gerrard's Wisdom	U	1.00	1.00	0.50	0	
Haunting Apparition	U	1.00	1.00	0.50	1	Teferi's Imp	R	4.00	3.00	3.00	1	Necromancy	U	1.00	1.00	0.50	1	Goblin Bomb	R	4.50	4.00	3.00	1	
Hazender Drake	U	1.00	1.00	0.50	1	Teferi's Isle	R	4.00	3.00	3.00	1	Nekraataal	U	2.00	1.00	1.00	2	Goblin Grenadiers	U	1.00	1.00	0.50	0	
Hivis of the Scale	R	4.00	3.50	3.00	1	Telim'Tor	R	4.00	3.00	3.00	1	Ogre Enforcer	R	4.00	3.50	3.00	1	Heart of Begardan	R	4.50	4.00	3.00	1	0.50
Horrible Hordes	U	1.00	1.00	0.50	1	Telim'Tor's Darts	U	1.00	1.00	0.50	1	Ovinomancer	U	1.00	1.00	0.50	1	Heat Stroke	R	4.00	3.00	3.00	1	
Igneous Golem	U	1.00	1.00	0.50	1	Telim'Tor's Edict	R	4.00	3.00	2.00	1	Peace Talks	U	1.00	1.00	0.50	1	Hidden Horror	U	1.00	1.00	0.75	0	
Illicit Auction	R	4.00	3.00	3.00	1	Tidal Wave	U	1.00	1.00	0.50	1	Phryxian Marauder	R	4.00	3.00	3.00	1	Hurloon Shaman	U	1.00	1.00	0.50	0	
Illumination	U	1.00	1.00	0.50	1	Tombstone Stairwell	R	4.50	4.00	3.00	2	Pillar Tombs of Aku	R	5.00	4.00	3.00	1	Internal Tribute	R	4.00	3.99	3.00	1	
Infernal Contract	R	4.00	4.00	3.00	2	Torrent of Lava	R	4.00	3.00	3.00	1	Prosperity	U	1.00	1.00	1.00	1	Inner Sanctum	R	4.00	3.00	3.00	1	
Iron Tusk Elephant	U	1.00	1.00	0.50	1	Tropical Storm	U	1.00	1.00	0.50	1	Pygmy Hippo	R	4.00	3.00	3.00	1	Jabar's Banner	U	1.00	1.00	0.50	0	
Jabari's Influence	R	4.00	3.00	3.00	1	Uktabi Wildcats	R	4.00	3.00	3.00	2	Quicksand	U	1.50	1.00	0.75	1	Lava Hounds	U	1.00	1.00	0.50	0	
Jungle Patrol	R	4.00	3.00	2.49	1	Unerring Sling	U	1.00	1.00	0.50	1	Quirion Druid	R	4.00	3.00	3.00	1	Liege of the Hollows	R	4.00	4.00	3.00	1	1.00
Jungle Troll	U	1.00	1.00	0.50	1	Unfulfilled Desires	R	4.00	3.00	3.00	1	Rainbow Efreet	R	6.00	5.00	3.00	3	Lanowar Behemoth	U	1.00	1.00	0.50	0	
Kaervek's Hex	U	1.00	1.00	0.50	1	Unseen Walker	U	1.00	1.00	0.50	1	Reinless Assault	R	10.00	8.00	5.00	2	Lotus Vale	R	12.00	8.99	6.00	3	0.01
Kaervek's Purge	U	1.00	1.00	0.50	1	Unyaro Bee Sting	U	1.00	1.00	0.50	1	Relic Ward	U	1.00	1.00	0.50	1	Mano Web	R	5.00	4.00	3.00	1	
Karkar Meerkat	U	1.00	1.00	0.50	1	Unyaro Griffin	U	1.00	1.00	0.50	1	Retribution of the Meek	R	5.00	3.00	3.00	1	Markus of Keld	R	6.00	5.00	4.00	1	
Kukemissa Pirates	R	4.00	3.00	2.50	1	Vaporous Djinn	U	1.00	1.00	0.50	1	Righteous War	R	4.00	3.00	3.00	1	Master of Arms	U	1.00	1.00	0.50	0	
Lead Golem	U	1.00	1.00	0.50	1	Ventifact Bottle	R	4.00	3.00	3.00	1	Rowen	R	4.00	3.00	3.00	1	Mischiefous Poltergeist	U	1.00	1.00	0.50	0	
Leering Gargoyle	R	4.00	3.00	2.25	1	Vigilant Martyr	U	1.00	1.00	0.50	1	Sands of Time	R	5.00	4.00	3.00	2	Mistmoon Griffin	U	1.00	1.00	0.50	0	
Lion's Eye Diamond	R	4.00	3.00	3.00	2	Vitalizing Cascade	U	1.00	1.00	0.50	1	Scalabane's Elite	U	1.00	1.00	0.50	1	Morinfin	R	4.50	4.00	3.00	1	
Locust Swarm	U	1.00	1.00	0.50	1	Volcanic Dragon	R	7.00	6.00	5.00	3	Shimmering Efreet	U	1.00	1.00	0.50	1	Mwonvuli Ozze	R	4.00	3.00	3.00	1	
Lure of Prey	R	4.00	3.00	3.00	1	Volcanic Geyser	U	1.00	1.00	0.75	1	Simoon	U	1.00	1.00	0.50	1	Nature's Resurgence	R	4.00	4.00	3.00	1	
Malignant Growth	R	4.00	3.00	3.00	1	Waiting in the Weeds	R	4.00	3.50	3.00	1	Snake Basket	R	6.00	5.00	4.00	3	Necratog	U	1.00	1.00	0.50	0	
Mana Prism	U	1.00	1.00	0.50	1	Warping Wurm	R	4.00	3.00	3.00	1	Splitting Drake	U	1.00	1.00	0.50	1	Noble Benefactor	U	1.00	1.00	0.50	0	
Mangara's Blessing	U	1.00	1.00	0.50	1	Wave Elemental	U	1.00	1.00	0.50	1	Squandered Resources	R	5.00	4.00	3.00	3	Null Rod	R	4.00	3.99	3.00	1	0.99
Mangara's Equity	U	1.00	1.00	0.50	1	Wellspring	R	4.00	3.00	2.49	1	Stampeding Wildbeests	U	1.00	1.00	0.75	1	Odylic Wraith	U	1.00	1.00	0.50	0	
Mangara's Tome	R	4.00	3.00	3.00	1	Wildfire Emissary	U	1.50	1.00	0.75	1	Tsirimana Sandstalker	U	1.00	1.00	0.50	1	Orcish Settlers	U	1.00	1.00	0.50	0	
Marble Diamond	U	1.50	1.00	1.00	1	Windreaper Falcon	U	1.00	1.00	0.50	1	Paradigm Shift	R	4.00	3.00	3.00	1	Paradigm Shift	R	4.00	3.00	3.00	1	
Maro	R	6.00	6.00	5.00	3	Withering Boon	U	1.00	1.00	0.50	1	Peacekeeper	R	4.50	4.00	3.00	1	Peacekeeper	R	4.50	4.00	3.00	1	
Meddle	U	1.00	1.00	0.50	1	Worldly Tutor	U	1.20	1.00	1.00	1	Pendrell Mists	R	4.50	4.00	3.00	2	Pendrell Mists	R	4.50	4.00	3.00	2	0.50
Meleesa Spirit	U	1.00	1.00	0.50	1	Yare	R	4.00	3.00	3.00	1	Phantom Warrior	U	1.00	1.00	0.50	0	Phantom Warrior	U	1.00	1.00	0.50	0	
Mind Bend	U	1.00	1.00	0.50	1	Zebra Unicorn	U	1.00	1.00	0.50	1	Phryxian Furnace	U	1.00	1.00	0.50	0	Phryxian Furnace	U	1.00	1.00	0.50	0	
Mind Harness	U	1.00	1.00	0.50	1	Zhalifrin Commander	U	1.00	1.00	0.50	1	Psychic Vortex	R	4.00	3.00	3.00	1	Psychic Vortex	R	4.00	3.00	3.00	1	
Mindbender Spores	R	4.00	3.00	2.49	1	Zilirian of the Claw	R	5.00	4.00	3.00	1	Relearn	U	1.00	1.00	0.50	0	Relearn	U	1.00	1.00	0.50	0	
Mire Shade	U	1.00	1.00	0.50	1	Zombie Mob	U	1.00	1.00	0.50	1	Revered Unicorn	U	1.00	1.00	0.50	0	Revered Unicorn	U	1.00	1.00	0.50	0	
Miser's Cage	R	4.00	3.00	3.00	1	Zubert, Golden Feather	R	4.50	3.00	3.00	1	Roc Hatchling	U	1.00	1.00	0.50	0	Roc Hatchling	U	1.00	1.00	0.50	0	
Mist Dragon	R	6.00	5.50	4.00	3							Three Wishes	R	4.00	3.00	3.00	1	Scorched Ruins	R	5.00	4.00	3.00	1	
Moss Diamond	U	1.50	1.00	1.00	1							Time and Tide	U	1.00	1.00	0.50	1	Strands of Night	U	1.00	1.00	0.50	0	
Mountain Valley	U	1.00	0.75	0.50	1							Tin-Wing Chimera	U	1.00	1.00	0.50	1	Strands of Night	U	1.00	1.00	0.50	0	
Mtenda Griffin	U	1.00	1.00	0.50	1							Time	R	5.00	4.00	3.00	3	Serenity	R	4.50	4.00	3.00	1	
Mystical Tutor	U	1.50	1.00	1.00	1							Triangle of War	R	4.00	3.00	3.00	1	Serra's Blessing	U	1.00	1.00	0.50	0	
Natural Balance	R	5.00	4.00	3.00	3							Uktabi Orangutan	U	1.50	1.00	0.75	2	Serrated Biskelon	U	1.00	1.00	0.50	0	
Nettletooth Djinn	U	1.00	1.00	0.75	1							Undiscovered Paradise	R	8.00	7.00	5.00	4	Southern Paladin	R	5.00	4.00	3.00	1	
Nocturnal Raid	U	1.00	1.00	0.50	1							Vampirism	U	1.00	1.00	0.50	1	Steel Golem	U	1.00	1.00	0.50	0	
Null Chamber	R	4.50	4.00	3.00	1							Viashtine Sandstalker	U	1.00	1.00	0.75	1	Sylvan Hierophant	U	1.00	1.00	0.50	0	
Painful Memories	U	1.00	1.00	0.50	1							Viashtine Dragon	R	8.00	6.00	5.00	2	Tariff	R	4.00	3.00	3.00	1	
Patagia Golem	U	1.00	1.00	0.50	1							Wand of Denial	R	5.00	3.99	3.00	1	Terifer's Veil	U	1.00	1.00	0.50	0	
Paupers' Cage	R	4.00	3.00	3.00	1							Waterspout Djinn	U	1.00	1.00	0.50	1	Thran Forge	U	1.00	1.00	0.50	0	
Pearl Dragon	R	5.50	5.00	4.00	2							Wind Shear	U	1.00	1.00	0.50	1	Thran Tome	R	4.00	3.00	3.00	1	
Polymorph	R	4.00	3.00	3.00	1							Zhalifrin Crusader	R	5.00	4.00	3.00	1	Thundermire	R	8.00	7.00	5.50	2	
Preferred Selection	R	4.00	3.00	3.00	1							Abduction	U	\$1.00	\$1.00	\$0.50	0	Timid Drake	U	1.00	1.00	0.50	0	
Prismatic Boon	U	1.00	1.00	0.50	1							Abeysance	R	9.00	6.50	5.00	3	Tolarian Entrancer	R	4.00	3.00	3.00	1	
Prismatic Lace	R	4.00	3.00	2.49	1							Aborth	R	5.00	4.00	3.00	1	Tolarian Serpent	R	4.00	3.00	3.00	1	
Psychic Transfer	R	4.00	3.00	3.00	1							Aether Flash	U	1.75	1.00	0.75	0	Touchstone	U	1.00	1.00	0.50	0	
Purgatory	R	4.00	3.00	3.00	1							Agonizing Memories	U	1.00	1.00	0.50	0	Tranquil Grove	R	5.00	3.00	3.00	1	
Purrage of Urborg	R	4.00	3.00	3.00	1							Arctic Wolves	U	1.00	1.00	0.50	0	Urborg Justice	R	4.00	3.00	3.00	1	
Radiant Essence	U	1.00	1.00	0.50	1							Argivian Fin	U	1.00	1.00	0.50	0	Veteran Explorer	R	4.00	4.00	3.00	1	0.51
Rashids Scalebane	R	4.00	3.00	3.00	1							Argivian Restoration	U	1.00	1.00	0.50	0	Veteran Explorer	R	4.00	3.00	3.00	1	0.51
Ravenous Vampire	U</																							

Item	High	Med	Low	TR	%	Item	High	Med	Low	TR	%	Item	High	Med	Low	TR	%	Item	High	Med	Low	TR	%			
Choke	U	1.00	1.00	0.50	1	Nurturing Livid	U	1.00	0.75	0.50	1	0.25	Booster Display	90.00	85.00	85.00	4									
Cinder Marsh	U	1.00	1.00	0.50	1	Opportunist	U	1.00	0.75	0.50	1	0.25	Booster Pack	2.99	2.99	2.95	3									
Coffin Queen	R	5.00	4.00	3.00	2	Oracle en-VeC	R	4.00	3.00	3.00	1		Typical Common	0.25	0.10	0.10	0									
Cold Storage	R	4.00	3.00	2.99	1	Orim's Prayer	U	1.00	1.00	0.50	1															
Commander Greven A/V	R	8.00	5.25	4.00	2	Overrun	U	2.00	1.00	0.75	1															
Corpse Dance	R	5.00	5.00	4.00	3	Patchwork Gnomes	U	1.00	0.75	0.50	1	0.25	Complete Set	\$175	\$150	\$95.00	3									
Crazed Armodon	R	4.00	3.00	3.00	1	Pearl Medallion	R	5.00	4.00	3.00	2		Booster Display	\$1.00	89.00	85.00	3	4.00								
Cursed Scroll	R	20.00	16.00	13.95	5	Pegasus Refuge	R	4.00	4.00	3.00	1		Booster Pack	2.99	2.99	2.95	1									
Dauthi Embrace	U	1.00	0.80	0.50	1	Perish	U	1.00	1.00	0.50	1		Typical Common	0.25	0.10	0.10	0									
Dauthi Ghoul	U	1.00	1.00	0.50	1	Phixian Grimoire	R	4.00	3.00	3.00	1															
Dauthi Mercenary	U	1.00	0.99	0.50	1	Phixian Hulk	U	1.00	1.00	0.50	1															
Dauthi Mindripper	U	1.00	1.00	0.50	1	Phixian Splicer	U	1.00	0.80	0.50	1	0.20	Acidic Sliver	U	\$1.00	\$1.00	\$0.75	1								
Deadshot	R	4.00	3.00	2.50	1	Pine Barrens	R	5.00	4.00	3.50	3		Amok	R	4.00	3.00	2.50	1								
Death Pits of Rath	R	5.00	3.99	3.00	1	Preognition	R	4.00	4.00	3.00	1		Awakening	R	5.00	4.00	3.00	3								
Dirtowl Wurm	R	5.00	5.00	4.00	2	Propaganda	U	2.00	1.00	0.70	1		Bottomless Pit	U	1.00	1.00	0.50	1								
Osmosis	U	1.49	1.00	0.50	2	Puppet Strings	U	1.00	1.00	0.50	1		Bullwip	U	1.00	1.00	0.50	1								
Dracoplasm	R	5.00	4.00	3.00	1	Quickenning Livid	U	1.00	1.00	0.50	1		Burgeoning	R	5.00	4.00	3.00	1								
Dread of Night	U	1.00	1.00	0.50	1	Rain of Tears	U	1.00	1.00	0.50	1		Calming Livid	U	1.00	0.75	0.50	1	0.25							
Dregs of Sorrow	R	5.00	4.00	3.00	1	Ranger en-VeC	U	1.00	0.80	0.50	1	0.20	Cardassid	R	4.00	3.00	3.00	1								
Duplicity	R	4.00	3.00	3.00	1	Renegade Warlord	U	1.00	1.00	0.50	1		Constant Mists	U	1.00	0.75	0.50	2	0.25							
Earthcraft	R	5.00	4.00	3.00	2	Reanimate	U	1.00	1.00	0.50	1		Contemplation	U	1.00	1.00	0.50	1								
Echo Chamber	R	4.50	4.00	3.00	1	Reap	U	1.00	1.00	0.50	1		Convulsing Livid	U	1.00	0.80	0.50	1	0.20							
Eladamni's Vineyard	R	6.49	6.00	5.00	4	Reckless Spike	U	1.00	0.75	0.50	1	0.25	Corrupting Livid	U	1.00	0.75	0.50	1	0.25							
Eladamni, Lord of Leaves	R	6.00	5.00	4.00	1	Recycle	R	5.00	4.00	3.00	2		Croxvak the Cursed	R	5.00	4.00	3.00	2								
Elven Warhounds	R	4.00	3.00	3.00	1	Reflecting Pool	R	13.00	10.00	8.00	5		Crystalline Silver	U	2.00	1.00	0.75	1								
Emerald Medallion	R	5.00	4.00	3.00	2	Renegade Warlord	U	1.00	1.00	0.50	1		Dauthi Trapper	U	1.00	0.75	0.50	1								
Emnessi Tome	R	4.00	3.00	3.00	2	Repayment	U	1.00	0.90	0.50	1	0.10	Dream Halls	R	5.00	4.00	3.00	2								
Energizer	R	4.00	3.00	3.00	1	Reap	U	1.00	1.00	0.50	1		Elven Rite	U	1.00	0.75	0.50	1								
Erraging Livid	U	1.00	0.80	0.50	1	Reckless Spike	U	1.00	0.75	0.50	1	0.25	Ensnaring Bridge	R	6.00	5.00	4.00	4								
Ertai's Meddling	R	4.00	3.00	3.00	1	Recycle	R	5.00	4.00	3.00	2		Evacuation	R	5.00	4.00	3.00	2								
Escaped Shapeshifter	R	4.00	4.00	3.00	1	Reflecting Pool	R	13.00	10.00	8.00	5		Fanning the Flames	U	1.00	1.00	0.70	1								
Essence Bottle	U	1.00	1.00	0.50	1	Renegade Warlord	U	1.00	1.00	0.50	1		Flame Wave	U	1.00	1.00	0.50	1								
Excavator	U	1.00	0.80	0.50	1	Repayment	U	1.00	0.90	0.50	1	0.10	Flowstone Hellion	U	1.00	0.80	0.50	1	0.20							
Extinction	R	5.00	4.00	3.00	1	Reap	U	1.00	1.00	0.50	1		Flowstone Mauler	R	4.00	3.00	3.00	1								
Fevered Convulsions	R	4.00	3.00	3.00	1	Reckless Spike	U	1.00	0.75	0.50	1	0.25	Gliding Livid	U	1.00	0.75	0.50	1	0.25							
Field of Souls	R	4.00	3.50	3.00	1	Recycle	R	5.00	4.00	3.00	2		Hibernation Sliver	U	1.00	1.00	0.50	1								
Fighting Drake	U	1.00	0.75	0.50	1	Reflecting Pool	R	13.00	10.00	8.00	5		Hidden Retreat	R	4.00	3.49	3.00	1	0.49							
Firefly	U	1.00	1.00	0.50	1	Renegade Warlord	U	1.00	1.00	0.50	1		Horizon Sliver	U	1.00	1.00	0.50	1								
Flaunting Drake	U	1.00	0.75	0.50	1	Repayment	U	1.00	0.90	0.50	1	0.10	Heartstone	U	1.00	1.00	0.50	1	0.10							
Flickering Ward	U	1.00	1.00	0.50	1	Reap	U	1.00	1.00	0.50	1		Heat of Battle	U	1.00	1.00	0.50	1								
Flowstone Salamander	U	1.00	0.90	0.50	1	Reckless Spike	U	1.00	1.00	0.50	1		Hermit Druid	R	5.00	4.00	3.00	3								
Flowstone Sculpture	R	4.00	3.00	3.00	1	Recycle	R	5.00	4.00	3.00	2		Hesitation	U	1.00	1.00	0.50	1								
Flowstone Wyvern	R	4.00	3.00	3.00	1	Reflecting Pool	R	13.00	10.00	8.00	5		Hibernation Sliver	U	1.00	1.00	0.50	1								
Fool's Tome	R	4.00	3.00	3.00	1	Renegade Warlord	U	1.00	1.00	0.50	1		Hidden Retreat	R	4.00	3.49	3.00	1	0.49							
Fugitive Druid	R	4.00	3.00	2.50	1	Repayment	U	1.00	1.00	0.50	1		Hornet Cannon	U	1.00	0.75	0.50	1								
Furnace of Rath	R	6.00	5.00	3.00	2	Reap	R	6.00	5.00	4.00	3		Intruder Alarm	R	4.00	4.00	3.00	1	0.50							
Fyldamar	U	1.00	0.75	0.50	1	Reckless Spike	U	1.00	1.00	0.50	1		Invasion Plans	R	4.00	3.00	3.00	1								
Gallantry	U	1.00	0.75	0.50	1	Recycle	R	5.00	4.00	3.00	2		Jinxed Ring	R	4.00	3.00	3.00	1								
Gerrard's Battle Cry	R	4.00	4.00	3.00	1	Reflecting Pool	R	13.00	10.00	8.00	5		Lanceen en-Kor	U	1.00	1.00	0.50	1								
Ghost Town	U	1.00	0.90	0.50	1	Renegade Warlord	U	1.00	1.00	0.50	1		Mask of the Mimic	U	1.00	1.00	0.50	1								
Goblin Bombardment	U	1.00	1.00	0.50	1	Repayment	R	5.00	4.00	3.00	2		Megrim	U	1.50	1.00	0.75	1								
Grindstone	R	5.50	5.00	4.00	3	Reap	R	6.00	5.00	4.00	3		Mind Peel	U	1.00	1.00	0.50	1								
Hand to Hand	R	4.00	3.00	3.00	1	Reckless Spike	U	1.00	1.00	0.50	1		Mindwarper	R	4.00	3.00	3.00	2								
Hanna's Custody	R	4.00	3.00	3.00	1	Recycle	R	5.00	4.00	3.00	2		Mogg Infestation	R	4.95	4.00	3.00	1								
Harrow	U	1.00	0.90	0.50	1	Reflecting Pool	R	13.00	10.00	8.00	5		Mogg Maniac	U	1.00	1.00	0.50	1								
Havoc	U	1.00	1.00	0.50	1	Renegade Warlord	U	1.00	1.00	0.50	1		Mortuary	R	4.00	3.25	3.00	1	0.24							
Heartwood Giant	R	4.00	3.00	3.00	1	Repayment	R	5.00	4.00	3.00	2		Mox Diamond	R	20.00	18.00	15.00	5								
Heartwood Treefolk	U	1.00	1.00	0.50	1	Reap	R	5.00	4.00	3.00	2		Portcullis	R	5.00	4.00	3.00	3								
Heim of Possession	R	6.00	4.00	3.00	3	Reckless Spike	U	1.00	1.00	0.50	1		Primal Rage	U	1.00	1.00	0.50	1								
Horned Sliver	U	1.00	1.00	0.50	1	Recycle	R	5.00	4.00	3.00	2		Pursuit of Knowledge	R	6.99	5.00	4.00	2								
Humility	R	6.00	5.00	4.00	3	Reflecting Pool	R	5.00	4.00	3.00	2		Ransack	U	1.00	0.75	0.50	1	0.25							
Imps' Taunt	U	1.00	1.00	0.50	1	Renegade Warlord	U	1.00	0.99	0.50	1	0.01	Rebound	R	5.00	4.00	3.00	1								
Insight	U	1.00	0.80	0.50	1	Repayment	R	5.00	4.00	3.00	2		Reins of Power	R	5.00	4.00	3.00	3								
Interdict	U	1.00	1.00	0.50</																						



Item	High	Med	Low	TR	+/	Item	High	Med	Low	TR	+/	Item	High	Med	Low	TR	+/	Item	High	Med	Low	TR	+/				
Rancor	C	5.00	3.95	2.00	4	0.95	Rofellos, Llanowar Emissary	R	6.25	6.00	5.00	4		Plated Spider	C	4.00	3.00	2.00	4		Common Cause	R	5.00	4.00	3.00	4	
Rank and File	U	8.95	5.00	3.00	5		Sanctimony	U	1.00	1.00	0.50	1		Plow Under	R	20.00	13.00	8.00	4	2.00	Conspiracy	R	5.00	4.00	4.00	4	
Raven Familiar	U	10.00	5.00	4.00	5	1.00	Scour	U	1.00	1.00	0.50	1		Powder Keg	R	30.00	20.00	12.00	4		Cornered Market	R	5.00	4.00	4.00	4	
Rebuild	U	8.95	5.00	4.00	5		Screwing Glass	R	5.00	4.00	3.00	3		Private Research	U	8.00	5.00	4.00	4		Corrupt Official	R	4.00	4.00	3.00	3	
Ring of Gix	R	50.00	28.00	12.00	5	12.00	Serra Advocate	U	1.00	1.00	0.50	1		Quasi	U	8.00	6.00	5.00	4		Cowardice	R	5.00	4.00	4.00	4	
Rwakly	R	20.00	15.00	10.00	5		Soul Feast	U	1.00	1.00	0.50	1		Rapid Decay	R	20.00	13.00	9.00	4	2.00	Crackdown	R	5.00	5.00	4.00	5	
Scrapheap	R	20.00	15.00	10.00	5		Sowing Salt	U	1.00	1.00	0.50	2		Ravenous Rats	C	4.00	3.00	2.00	4		Crag Saurian	R	5.00	4.00	4.00	4	
Second Chance	R	25.00	15.00	10.00	5	5.00	Scowler	U	1.00	1.00	0.50	2		Rayne, Academy Chancellor	R	20.00	14.00	10.00	4	1.00	Credit Voucher	U	1.00	0.60	0.50	1	
Shivan Phoenix	R	25.00	15.00	10.00	5	5.00	Storage Matrix	R	5.00	4.00	3.00	4		Reckless Abandon	C	5.00	3.00	2.00	4		Crenellated Wall	U	1.00	0.60	0.50	1	
Spawning Pool	U	10.00	5.00	4.00	5	1.00	Temporal Adept	R	6.00	5.00	4.00	3		Repercussion	R	20.00	12.00	7.00	4	3.00	Crooked Scales	R	5.00	4.00	4.00	4	
Subversion	R	20.00	15.00	10.00	5	3.00	Tethered Griffin	R	5.00	4.00	3.00	4		Replenish	R	25.00	20.00	10.00	4		Crumbling Sanctuary	R	5.00	5.00	4.00	5	
Sustainer of the Realm	U	8.95	5.00	4.00	5		Thieving Magpie	U	1.00	1.00	0.50	2		Rescue	C	4.00	3.00	2.00	4		Customs Depot	U	1.00	0.60	0.50	1	
Tethered Skirge	U	8.95	5.00	4.00	5		Thorn Elemental	R	7.00	6.00	5.00	5		Refeilos, Llanowar Emissary	R	30.00	20.00	10.00	4		Dawnstrider	R	5.00	4.00	4.00	4	
Thran Lens	R	20.00	15.00	10.00	5	1.00	Thran Dynamo	U	1.00	1.00	0.50	1		Deathgazer	U	1.00	0.60	0.50	1		Deepwood Elder	R	4.00	4.00	3.00	3	
Thran War Machine	U	10.00	5.00	3.00	5		Thran Foundry	U	1.00	1.00	0.50	1		Deepwood Legate	U	1.00	0.60	0.50	1		Deepwood Tantv	U	1.00	0.60	0.50	1	
Thran Weaponry	R	20.00	13.00	10.00	5	2.00	Thran Golem	R	5.00	5.00	3.00	4		Delirach	R	5.00	4.00	4.00	5		Desert Twister	U	1.00	0.60	0.50	1	
Ticking Gnomes	U	8.95	5.00	5.00	5	1.00	Treachery	R	7.00	5.50	4.00	4	0.50	Diplomatic Escort	U	1.00	0.60	0.50	1		Distorting Lens	R	5.00	4.00	3.00	4	
Tinker	U	10.00	8.00	5.00	5	1.00	Urza's Incubator	R	5.00	4.00	3.00	3		Dust Bowl	R	6.00	5.00	4.00	5		Embargo	R	4.00	4.00	3.00	3	
Treacherous Link	U	8.95	5.00	4.00	5		Voice of Duty	U	1.00	1.00	0.50	1		Energy Flux	U	1.00	0.60	0.50	1		Enslaved Horror	U	1.00	1.00	0.50	1	
Treetop Village	U	10.00	8.00	5.00		Voice of Reason	U	1.00	1.00	0.50	1		Eritzion	R	4.00	4.00	3.00	3		Exortion	R	4.00	4.00	3.00	3		
Urza's Blueprints	R	20.00	15.00	10.00	5		Wake of Destruction	R	6.00	5.00	3.00	4		Extravagant Sprint	R	5.00	5.00	4.00	4		Eye of Ramos	R	5.00	4.00	4.00	4	
Vashino Cutthroat	U	10.00	5.00	4.50	5		Yavimaya Enchantress	U	1.00	1.00	0.50	1		False Demise	U	1.00	1.00	0.50	1		Flaunting Manticore	R	4.00	4.00	4.00	3	
Vashino Heretic	U	8.95	6.00	4.00	5		Yavimaya Hollow	R	6.00	5.00	4.00	4		Flaunting Ogre	U	1.00	0.60	0.50	1		Food Chain	R	5.00	4.00	4.00	4	
Walking Sponge	U	8.95	5.00	3.00	5	1.00	Yawgmooth's Bargain	R	10.00	8.00	7.00	5		Forced March	R	5.00	4.00	4.00	4		Foster	R	5.00	4.00	3.00	4	
Weatherseed Treefolk	R	25.00	20.00	10.00	5		Zenith	R	20.00	15.00	10.00	5		Fountain of Cho	U	1.00	1.00	0.50	1		Fountain Watch	R	5.00	4.00	4.00	4	
Wheel of Torture	R	20.00	12.00	10.00	5	3.00	Zenith	R	20.00	15.00	10.00	5		Game Preserve	R	5.00	5.00	4.00	4		General's Regalia	R	4.00	4.00	3.00	3	
Wing Snare	U	10.00	5.00	4.00	5		Zenith	R	20.00	13.00	10.00	4		Ghoul's Feast	U	1.00	0.60	0.50	1		Glowing Anemone	U	1.00	0.60	0.50	1	

## URZA'S DESTINY

Complete Set	\$150	\$125	\$125	4
Booster Pack	2.98	2.99	2.90	3
Booster Display	95.00	90.00	85.00	3
Typical Common	0.25	0.10	0.10	0

Academy Rector	R	\$5.00	\$4.00	\$3.00	5
Æther Sting	U	1.00	1.00	0.50	1
Ancient Silverback	R	5.00	4.00	3.00	4
Apprentice Necromancer	R	5.00	4.00	3.00	3
Archery Training	U	1.00	1.00	0.50	1
Attrition	R	5.00	4.00	3.00	3
Aura Thief	R	20.00	15.00	10.00	4
Blizzard Elemental	R	20.00	15.00	10.00	4
Bloodshot Cyclops	R	5.00	4.00	3.00	3
Body Snatcher	R	5.00	3.99	3.00	3
Braided Cup	U	1.00	1.00	0.50	1
Braided Wood Sextant	U	1.00	1.00	0.50	1
Brass Secretary	U	1.00	1.00	0.50	1
Brine Seer	U	1.00	1.00	0.50	2
Calotrops	U	1.00	1.00	0.50	1
Capashen Knight	C	3.99	3.00	2.00	4
Carnival of Souls	R	4.00	3.00	3.00	3
Cinder Seer	U	1.00	1.00	0.50	2
Compost	U	1.00	1.00	0.50	1
Covetous Dragon	R	30.00	20.00	13.00	5
Disappear	U	8.00	5.00	4.00	4
Donate	R	20.00	15.00	10.00	4
Elvish Piper	R	24.00	15.00	10.00	4
Emperor Crocodile	R	35.00	20.00	10.00	5
Encroach	R	8.00	5.00	4.00	4
Eradicate	U	10.00	7.00	5.00	4
Extruder	R	8.00	5.00	4.00	4
False Prophet	R	30.00	15.00	10.00	4
Festering Wound	U	8.00	5.00	4.00	4
Flame Jet	C	4.00	3.00	2.00	4
Flicker	R	20.00	15.00	10.00	4
Fodder Cannon	U	8.00	5.00	4.00	4
Gamekeeper	U	1.00	1.00	0.50	1
Goblin Berserker	U	1.00	1.00	0.50	1
Goblin Festival	R	20.00	13.00	10.00	4
Goblin Marshal	R	20.00	13.00	10.00	5
Hunting Moa	C	3.99	3.00	2.00	4
Impatience	R	10.00	7.00	5.00	4
Incendiary	U	1.00	1.00	0.50	1
Indescent Drake	U	1.00	1.00	0.50	1
Ivy Seer	U	1.00	1.00	0.50	2
Junk Diver	R	5.00	3.00	3.00	3
Keldon Champion	U	1.00	1.00	0.50	1
Landslide	U	1.00	1.00	0.50	1
Lurking Jackals	U	1.00	1.00	0.50	1
Magnify	C	4.00	3.00	2.00	4
Mantis Engine	U	8.00	5.00	4.00	4
Mask of Law and Grace	C	3.99	3.00	2.00	4
Master Healer	R	20.00	15.00	10.00	4
Masticore	R	40.00	20.00	15.00	4
Metalworker	R	20.00	15.00	10.00	4
Metathran Elite	U	8.00	5.00	4.00	4
Metathran Soldier	C	4.00	3.00	2.00	4
Momentum	U	8.00	5.00	4.00	4
Opposition	R	20.00	15.00	10.00	4
Opalescence	R	20.00	15.00	10.00	5
Opposition	R	20.00	15.00	10.00	4
Pattern of Rebirth	R	5.00	4.00	3.75	3
Phyrexian Negator	R	6.00	5.00	4.00	4
Plague Dogs	U	1.00	1.00	0.50	1
Plow Under	R	5.00	4.00	3.00	3
Powder Keg	R	7.00	6.00	4.00	4
Private Research	U	1.00	1.00	0.50	1
Quasi	U	1.00	1.00	0.50	1
Rapid Decay	R	5.00	3.00	3.00	3
Rayne, Academy Chancellor	R	5.00	4.00	3.00	4
Repercussion	R	5.00	3.99	3.00	3
Replenish	R	6.00	5.00	4.00	4

Rofellos, Llanowar Emissary	R	6.25	6.00	5.00	4
Sanctimony	U	1.00	1.00	0.50	1
Scour	U	1.00	1.00	0.50	1
Screwing Glass	R	5.00	4.00	3.00	3
Serra Advocate	U	1.00	1.00	0.50	1
Soul Feast	U	1.00	1.00	0.50	1
Sowing Salt	U	1.00	1.00	0.50	2
Splitter	R	5.00	4.00	3.00	4
Storage Matrix	R	20.00	13.00	10.00	4
Taunting Elf	C	4.00	3.00	2.00	4
Temporal Adept	R	20.00	15.00	7.00	4
Tethered Griffin	R	20.00	12.00	10.00	4
Thieving Magpie	U	10.00	8.00	5.00	4
Thorn Elemental	R	35.00	20.00	10.00	5
Thran Dynamo	U	8.00	5.00	4.00	4
Thran Foundry	U	8.00	6.00	5.00	4
Thran Golem	R	20.00	15.00	10.00	4
Treachery	R	26.00	20.00</td		

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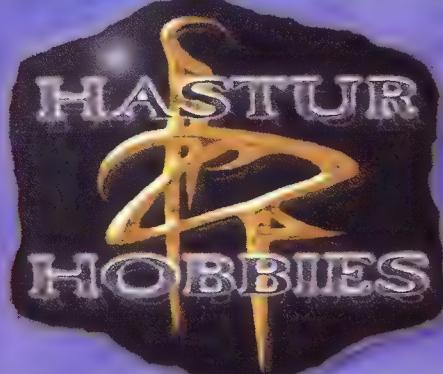
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# Fossil Find!

(from page 38)

- 1 Hitmonlee, High Jump Kick
- 2 Mysterious Fossil Trainer card
- 3 Articuno
- 4 Tentacruel, 60 HP
- 5 Magmar
- 6 Shellder
- 7 Haunter
- 8 Dragonite



# Close Call

(from page 39)

- 1 Retreat Charizard, paying its Retreat Cost by discarding the three Energy cards attached to it. Choose Machop as your Active Pokémon.
- 2 Play Mr. Fuji. Shuffle Charizard and all the cards attached to it (Charmeleon, Charmander, and Electrode) into your deck. They are your deck now.
- 3 Evolve Machop into Machoke.
- 4 Attach Double Colorless Energy to Machoke.
- 5 Play Professor Oak and draw the 4 cards you shuffled back into your deck with Mr. Fuji. It's okay that you don't have 7 cards—the rule is "Do as much as you can."
- 6 Evolve Voltorb into Electrode.
- 7 Use Electrode's Pokemon Power: Buzzap. Attach Electrode to Machoke as Fighting Energy. Lucas collects a Prize.
- 8 Attack Chansey with Machoke's Submission attack. With Chansey's Weakness to Fighting Pokémons, this attack does 120 points of damage. Collect your last Prize. You win!



# X Marks the Spot

(from page 40)



# Pokémon Mystery

(from page 40)

## Uncommon Pokémons

- 1 Gloom
- 2 Omastar
- 3 Tauros
- 4 Tentacruel
- 5 Arcanine

## Common Pokémons

- 6 Cubone
- 7 Abra
- 8 Tentacool
- 9 Charmander
- 10 Horsea

## Rare Pokémons

- 11 Electrode
- 12 Machamp
- 13 Aerodactyl
- 14 Lass
- 15 Lapras



AH, THE HOLIDAYS! DESPITE WHAT THE MAGIC STORY TEAM SUGGESTS\*, GOOD OL' AMERICAN HOLIDAYS LIKE CHRISTMAS, HAHURRAH, KWANZAA AND...UM...YULE...ARE CELEBRATED FROM TOLARIA TO TERISIARE. COME ABOARD A GRAVY-BOAT OF ADVENTURE AND SAIL WITH US DOWN A RIVER OF SUGAR-plum juice INTO THE CANDY CANE-ENCRUSTED HARBOR OF HOLIDAY TOWN THAT IS...



## The Sengir's and Rathbuck Holiday Catalog

From the Founders

WHEN MY UNCLE THE BARON HOOKED ME UP WITH HIS OLD LI'L VILLIAN'S ACADEMY CLASSMATE VOLRATH, I WAS SKEPTICAL. WHAT COULD WE OFFER THAT MAILORDER GIANTS LIKE KARN'S & NOBLE ELEPHANT OR URZACOM.COM COULD NOT? THE ANSWER IS VALUE. AT SENGIR'S & RATHBUCK, WE DON'T PAY WHOLESALE AT ALL. WE SIMPLY SLAUGHTER THOSE WHO POSSESS THAT WHICH WE DESIRE TO CARRY IN OUR CATALOG, AND TAKE IT FROM THEIR STILL-TWITCHING CORPSES. THEN WE PASS THE SAVINGS ON TO YOU, THE CUSTOMER. MAY YOUR HOLIDAY BE FILLED WITH SPITE AND MALICE, AND ENJOY SHOPPING WITH SENGIR'S AND RATHBUCK!

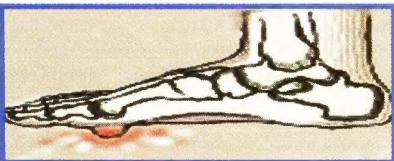
*buddy*

OMBUDSMAN VLAD "BUDDY" SENGIR

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- Volrath's Backscratcher: Finally reach those hard-to-reach spots on your horribly twisted spine.
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You know, for kids!

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- Mazes & Moggs Roleplaying Game: A phyxture in every Phyrexian home, the only RPG allowed by law

MY DEAR SENGIR. I SHALL SEE YOUR ENTRAILS USED TO STRING MY HOLIDAY LUTE, WHICH PLAYS NAUGHT BUT THE SWEET MUSIC OF AGONIZED CREATURES IN THE ETERNAL THROES OF TORMENT.

I BID YOU THE VILEST OF GREETINGS, MY WRETCHED, MISERABLE, BARELY SENTIENT FLESH-STICKS. DESPITE THE CLAIMS OF THIS BUFFOON, VOLRATH IS BOUND TO NEITHER MAN NOR FIEND. VOLRATH MAKES ONLY THOSE FACTS THAT ULTIMATELY BENEFIT HIS FIRE MACHINATIONS. IT IS MERELY YOUR TEMPORARY GOOD FORTUNE THAT VOLRATH SEES FIT TO OFFER SUCH FABULOUS MERCHANDISE AT SUCH BARGAIN-BASEMENT PRICES. VERILY, SHOULD MY ENEMIES EVER LEARN OF SUCH AMAZING DEALS, THEY COULD WELL THINK THE EVINCAR HAD LOST ALL SENSE. THIS SUITS MY PLANS FOR NOW, AND YOU NEED NOT KNOW MORE. GO NOW IN EVIL, AND PURCHASE HEAVILY, LEST I GIVE YOUR NEW CHRISTMAS PUPPY A PHYREXIAN SPINE, FOOLS.

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under Volrath's new regime, "M&M" (as it's known to aficionados) has been responsible for over 170,000 accidental deaths (totally unrelated to Volrath's secret genocidal purges) in the last 20-odd years. Buy the game and/or die.

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### Meanwhile, Next Issue

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- Seven new ClassicDecks
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- DPI Update

**Pullout Section:**  
Get in the *Pokémon* League!

**See you next month!**

\*When we caught up with SCOTT MCGOUGH (MAGIC STORY GUY) he was face-down in a bowl of chili and wearing a red cocktail dress on which hung a sash that read "MISS NEW JERSEY." When his vision cleared enough to read the manuscript for this edition of "BACKDECK," he refused to grant this article the OFFICIAL CONTINUITY SEAL OF APPROVAL, reportedly claiming, "When I find Herndon, I'm going to rip his colon out through his eyes." (In Layman's terms, this means that not one lick of this piece should be taken seriously.)

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